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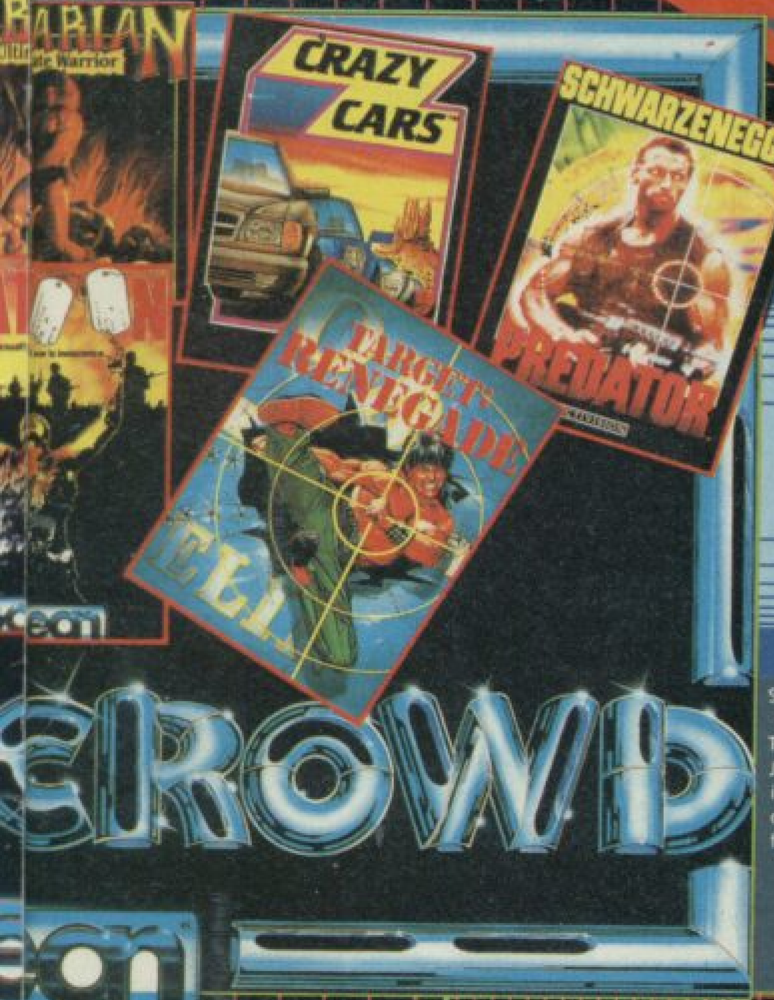


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YS SMASH TAPE



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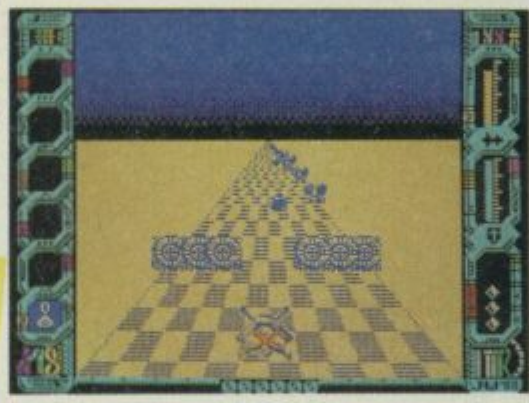
MEGAPREVIEW



Gee Mr Tracey — it's F.A.B.!

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New games — new look!



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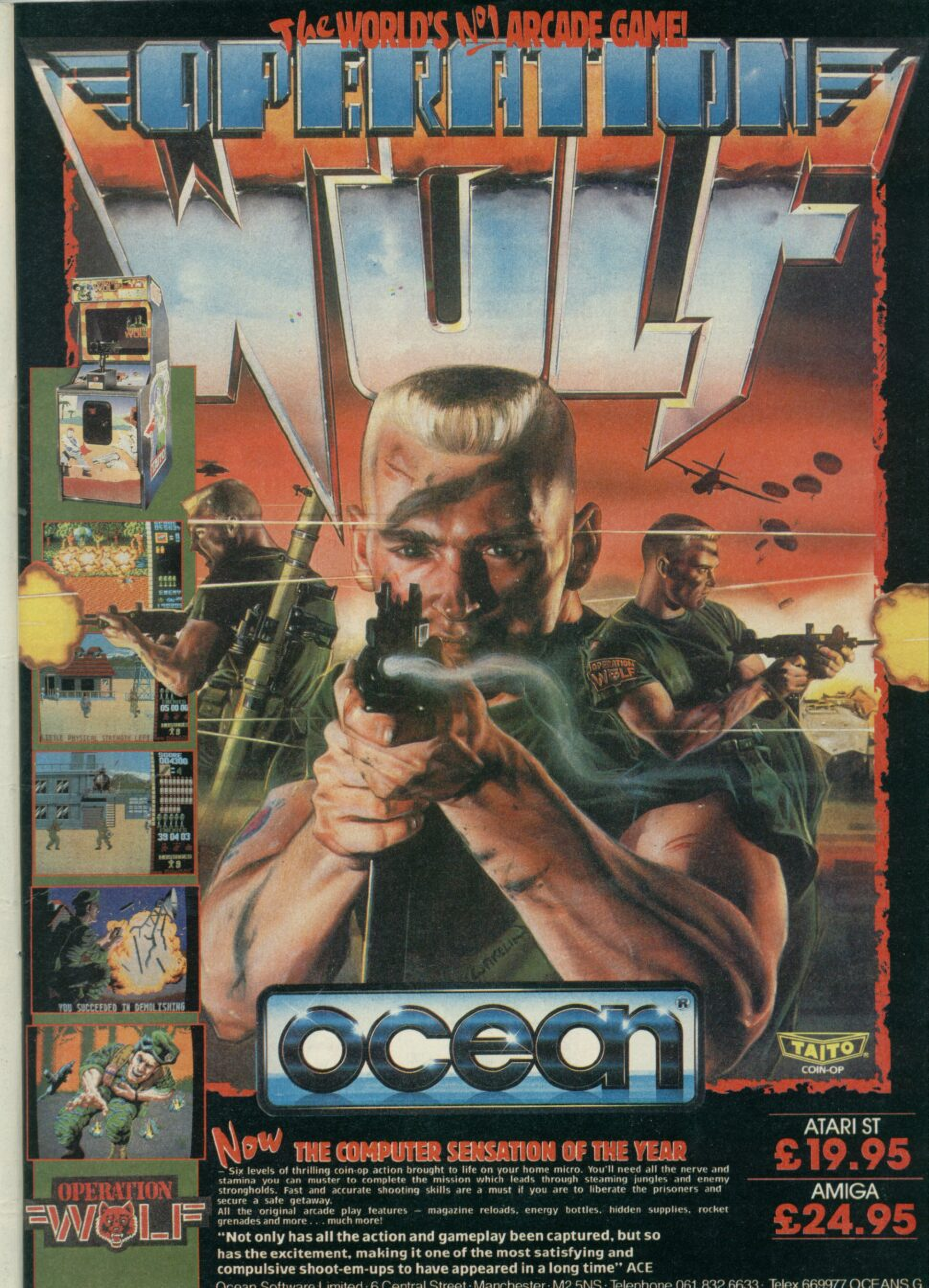
YOUR SINCLAIR

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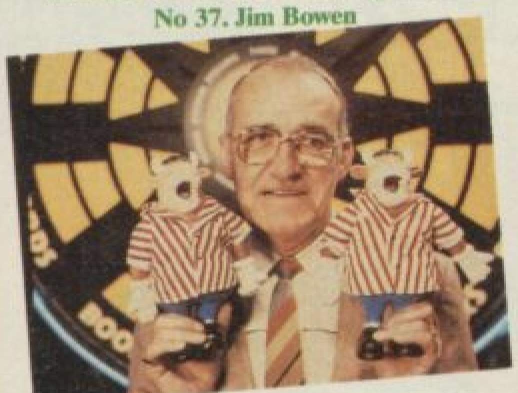

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TRAINSPOTTERS THROUGH HISTORY

A Series In Conversation With The World's Greatest Train Spotters

No 37. Jim Bowen



(Applause). Luvvly, luvvly. Champion, and welcome to *Bullseye*. What a grand audience. Champion, absolutely super. And we've got some luvvly, super contestants in this week's show – let's go and meet them. First up are Tom and Fred here. Hello Tom. "Hello Jim." And what do you do, Tom? "I'm a bar-steward, Jim." Ho ho ho, champion, champion. A bar-steward. Super. And your partner, Fred, what does he do?" "He's with the Inland Revenue Jim". Ha ha ha, so he's a bit of a 'bar-steward' himself then, eh Tom? (Applause, laughter). Super, fabulous. And now to our second pair, Julie and Maureen, luvvly girls, luvvly girls. Tell me Julie, what does your husband do? "He's a lathe operator, Jim." Luvvly, smashing. And what about you Maureen, what does your husband do? "He's a quality controller in a custard factory, Jim." Smashing, luvvly, absolutely champion. And onto our final contestants tonight, Bert and Graham. Tell me, what do you lads do for a living? "We're both train drivers, Jim." That's grand, that's really grand. I used to be a train-spotter, you know. "Really? Er, what, er, happened Jim?" Well, it was going really well, until one day I ran out of paint. (Raucous laughter). No, no, no, smashing, luvvly, champion, super – it's true I'm a trainspotter, I actually live in a converted signal box! Bendy Bullies all round. Smashing!!!



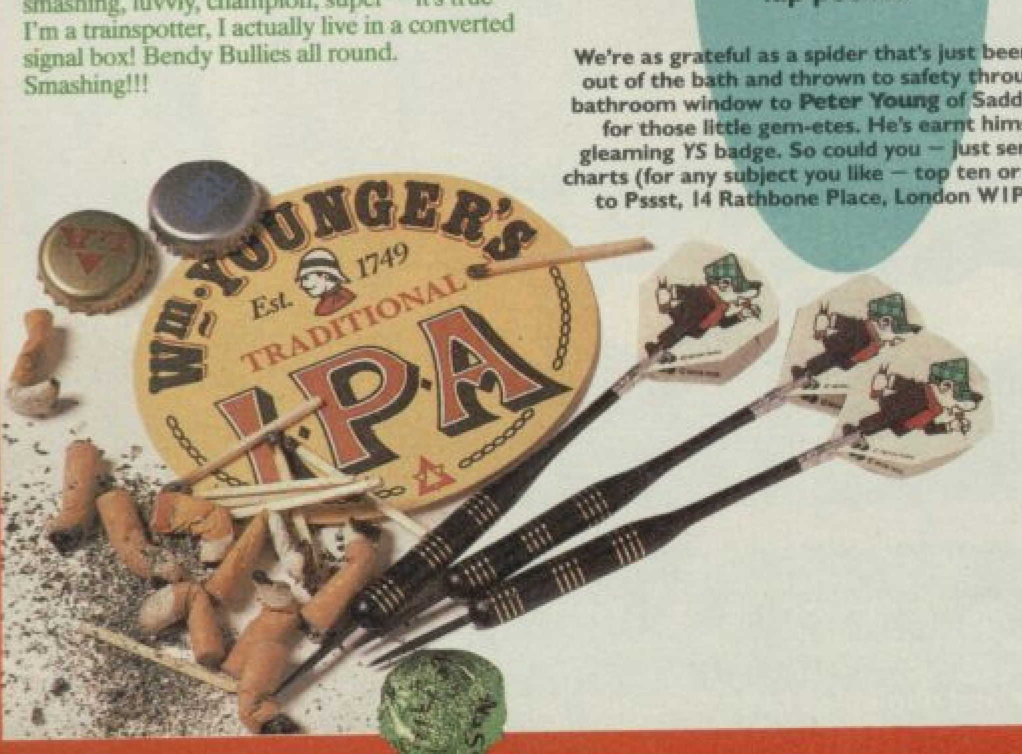
Darts players, dontcha just love them? With their roly-poly tummies, sausage-like fingers and the ability to hit an area the size of a Rowntrees Fruit Pastille with a tungsten tipped 'arrow' from a distance of twelve feet – even when they're totally and utterly...

pssst

READERS CHART
Top Five Raymond Chandler Similes

1) Inconspicuous as a tarantula on a slice of angel cake.
2) Rare as a pink zebra.
3) It smelt strong enough to build a garage on.
4) He wheezed like a man who had just won a pie-eating contest.
5) She gave me a smile I could feel in my hip pocket.

We're as grateful as a spider that's just been fished out of the bath and thrown to safety through the bathroom window to **Peter Young** of Saddleworth for those little gem-etes. He's earnt himself a gleaming *YS* badge. So could you – just send your charts (for any subject you like – top ten or top five) to Pssst, 14 Rathbone Place, London WIP IDE.



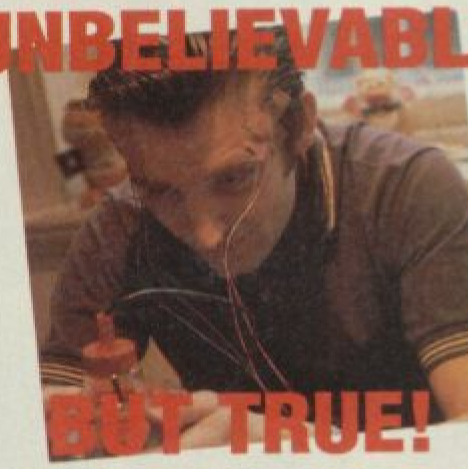
YS WINS THE DAY!

The *YS* roving correspondent David 'Davey' Wilson recently went to the Domark *Vindicators* launch, where he took part in a competition with the thousands of other 'journos' present to see who could get the highest score on the original arcade machine. Guess who won? Yes, that's right – our Davey, that's who. Here's a piccie of him accepting his prize from Mark 'Mark' Strachan (in the cowboy hat). Behind them is Dominic 'Dom' Wheatley, who's subtley trying to remove his underpants without taking off his trousers (the scamp)!



YS WINS THE DAY!

UNBELIEVABLE



BUT TRUE!

YS COMPO!

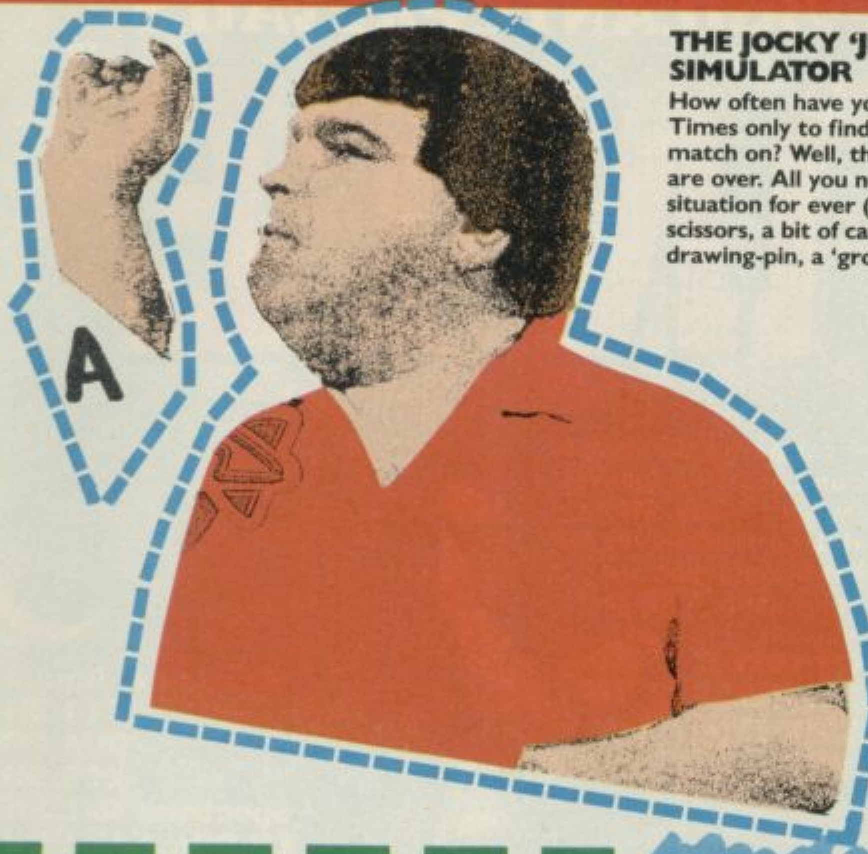
Win (win, win) your own Craysoft Thoughtpulse Total Control Unit! (worth over £49.98)

Yes – you too can be in the enviable position of being able to play games at the same time as eating your tea with this remarkable gadget. 'Cos we're giving one away. All you have to do is complete the following rhyme, in as witty or boring a fashion as you can manage.

Well strike us with a wibblestick
And poke our Uncle Jack,
The Craysoft Thoughtpulse Joystick thing
(Your go)..

Send your entries to Well Knock Me Down With A Feather, It's All Really Quite Extraordinary Compo, *YS*, 14 Rathbone Place, London WIP IDE. All usual compo rules apply.





THE JOCKY 'JELLY-BOT' WILSON SIMULATOR

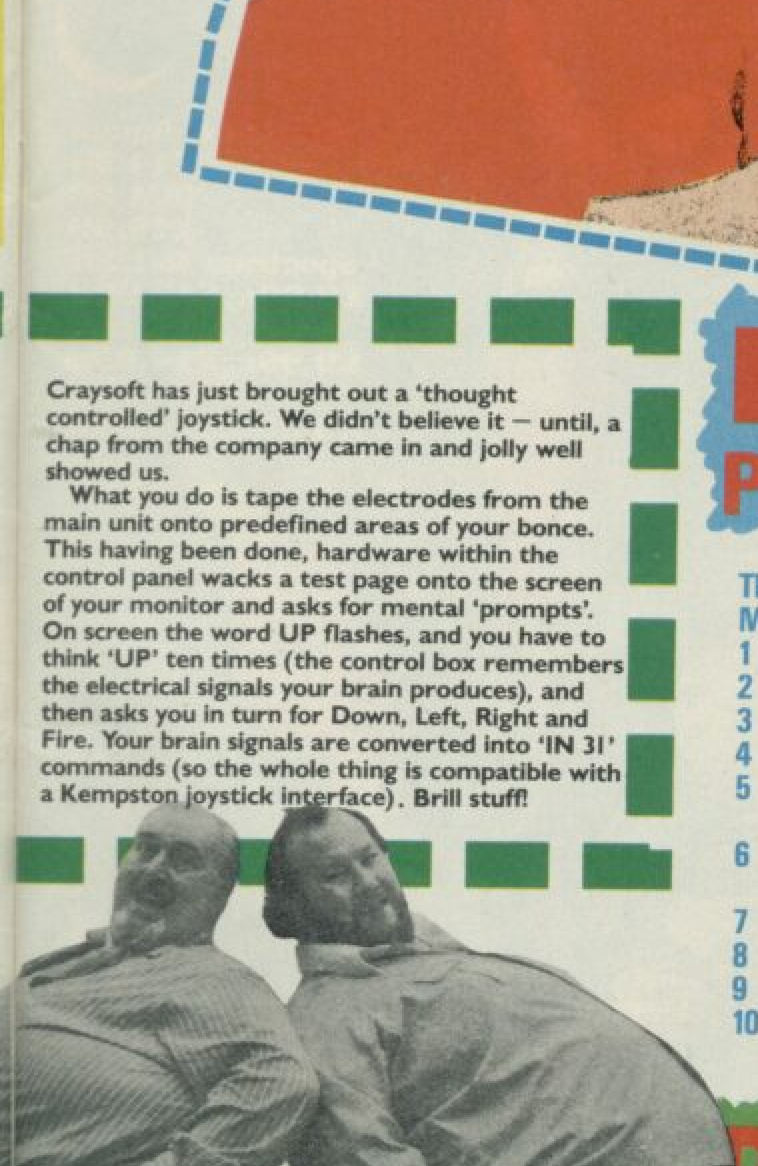
How often have you scoured the Radio or TV Times only to find that there isn't a darts match on? Well, thanks to us your problems are over. All you need in order to avoid this situation for ever (and a day) is a pair of scissors, a bit of cardboard, some glue, a drawing-pin, a 'grown-up' and fifteen spare minutes...

INSTRUCTIONS

1) Glue the page (or a photocopy) onto card (or get a grown-up to do it for you).
2) Cut out Jocky and his hand.
3) Glue Jocky to a piece of soft wood (or cork-board).
4) Position Jocky's hand about an inch in front of his face and push a drawing pin through the centre of his wrist into the wood (or cork-board).
5) Tweak tab 'A' to give a realistic throwing action.

Craysoft has just brought out a 'thought controlled' joystick. We didn't believe it — until, a chap from the company came in and jolly well showed us.

What you do is tape the electrodes from the main unit onto predefined areas of your bonce. This having been done, hardware within the control panel wacks a test page onto the screen of your monitor and asks for mental 'prompts'. On screen the word UP flashes, and you have to think 'UP' ten times (the control box remembers the electrical signals your brain produces), and then asks you in turn for Down, Left, Right and Fire. Your brain signals are converted into 'IN 31' commands (so the whole thing is compatible with a Kempston joystick interface). Brill stuff!



Not Particularly Spooky 'Spook' Dart 'Fact' Not content with the innumerable darting titles he has amassed, Eric Bristow has recently been to Buckingham Palace to pick up a non-darting title: namely an MBE. As she was pinning the award to Eric's breast pocket the Queen nudged him in the ribs, winked and then yelled "One hundred and eighteeeee", much to the Crafty Cockney's delight! He then fell over. Thirty two!

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	(1)	***Robocop***/Ocean
2	(NE)	***Dragon Ninja***/Ocean
3	(3)	***Afterburner***/Activision
4	(NE)	***Wec Le Mans***/Imagine
5	(4)	***Double Dragon***/ Melbourne House
6	(RE)	***Emlyn Hughes Soccer***/ Audiogenic
7	(2)	***Operation Wolf***/Ocean
8	(RE)	***Last Ninja***/System 3
9	(NE)	***The In Crowd***/Ocean
10	(RE)	***Thunderblade***/US Gold

BUDGET TOP TEN

This Month	Last Month	Game/Publisher
1	(NE)	***Treasure Island Dizzy***/ Code Masters
2	(NE)	***Back To Skool***/ Alternative
3	(NE)	***Big Foot***/Code Masters
4	(9)	***Bombjack***/Encore
5	(4)	***Knightmare***/ Mastertronic
6	(NE)	***SAS Combat Simulator***/Code Masters
7	(NE)	***Street Gang***/Players
8	(6)	***Footballer Of The Year***/ Kixx
9	(1)	***Ghostbusters***/ Mastertronic
10	(NE)	***The Double***/Alternative

Tizers

• Only a year after it first appeared on the Amiga, Electronic Arts has the Speccy version of *Ferrari Formula 1* more or less ready. There's an awful lot to fit into 48K including sequences where you can modify the tyres and gear ratios to suit each of 16 different race tracks. The racing sequences themselves have working wing mirrors where you can see the trailing cars, and there'll also be a pitstop sequence for fine tuning and a fine turn of speed. Hurrah!

• Up in sunny Manchester, Ocean already has two potential Christmas hits well under way. *Chase HQ*, is one, and it's a conversion of the recent ultra-fast arcade hit. It puts you in the driver's seat of a police Porsche on the high speed trail of various supercar riding perps. It's fast, frantic and fun, with such niceties as a high score table delivered in rap to add to the fun!

Its stablemate will be a game based on the new *Batman* movie currently shooting at Pinewood. A lot darker in tone than previous outings, it takes some of its cue from last year's *Bionic Commando*, with Bats swinging around on an arm-like Bat rope.

• One of the thing's they're most excited about in the rainy city is *Nightbreed*, the game of the film of Clive Barker's current paperback hit, *Cabal*. It's a creature packed arcade adventure about what happens when mankind discovers a breed of ugly, but not particularly evil creatures, that co-exist in parallel with us. Ocean reckons it'll be causing a few bumps in the night around late Autumn. Watch out for it. Spook!

• Enigma Variations, who coded this month's Megapreview game *Gilbert The Alien* for Again Again, is currently working on another licence — *Defenders Of The Earth!* This is a Flash Gordon spin off, with the evil Ming (the Emperor, not the vase!) as the villain for a new group of heroes. If you can't wait for the Autumn release, why not check out the cartoon on Monday night's Beeb?

• Latest offensive nonsense from those sweet Darling boys is a load of old guff about the new Code Master's product, *Rock Star Ate My Hamster*. The *YS* office is thus flooded with horrid pictures of the twins posing with axes, rodents and so on. Our verdict? "Ooh, no missus!" David Darling's verdict? "It's absolutely brilliant!" (You don't say, David.)

• Football crazy? Football mad, even? Then Addictive's follow up to one of the first and best management games could be the one for you. *World Cup Football Manager* will be out later in the year. Watch this space! (*Why, what's it going to do? Ed*)



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Screen shots from arcade version.





Get the set!

Are you wearing your unbelievably circular *YS* badge? What do you mean, 'no'. Put it on at once, unless it wasn't sellotaped to the cover of your ish – in which case you've been robbed. Hurtle back to the newsagents and demand the manager's head on a tray (or something). Anyway, the badge you are now hopefully wearing is one of four spanky *YS* designs. So we expect you'll want to know how to get your mits on the other three to complete the set. Here are ways of doing just that.

1) Scour all the newsagents in your area and buy three further copies of *YS* ('cos the different badge designs were randomly taped to different batches of the mag).

2) Send us 50p, an sae and the coupon below to, *Your Sinclair* Badge Offer, PO Box 320, Enfield, Middlesex.



I want the other three badges – here's the one I've already got (Put a bold cross through the badge you've already got) I enclose a 50p coin and a stamped/addressed envelope.

Name...

Address...

.... **'Zippy' Code** ....

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Please ensure the 50p coin is placed inside the sae and is securely held within envelope.

RACHEL J. SMITH'S FILM REVIEWS.

WITHOUT A CLUE (PG)

Michael Caine, Ben Kingsley

If ever a movie sounded like it was the story of the *YS* team, this is it! No such (bad) luck. It's actually another Sherlock Holmes film . . . only it's not, if you see what I mean.

Holmes is played by Michael Caine, a crappy Cockney actor hired by Watson (Kingsley) to imitate his fictional creation. (That's Holmes who's the crappy actor – not the brilliant, wonderful, what more can I say, darling, Mickey C). In fact Watson is the real brains behind the investigations while Holmes prefers wine, women and song.

Anyhow, one of the Bank of England's printing plates gets nicked and instead of sending the peelers round to Rathbone Towers in search of the inky fingered forger, Lestrade suspects a minor employee of the Bank who's recently gone missing.

But Holmes, or rather Watson, knows better. Nobody wants to listen to the great detective's sidekick though, and unfortunately for him, Holmes has got fed up with playing the fall-guy and gone off on a drinking binge. If the case is to be solved Watson will have to persuade Holmes to play the part of



his life just one more time . . . and that's far from elementary.

With its succession of silly jokes, as Holmes pretends to be detecting while Watson knows what's really going on, and the odd shoot out more reminiscient of Chicago than Baker Street to keep the action cracking along, *Without A Clue* has the case sewn up when it comes to entertainment. And not a lot of people know that!

MY STEPMOTHER IS AN ALIEN (15)

Dan Aykroyd, Kim Basinger

So what? My ex-boyfriend's a Welsh pillock. And when it comes to a toss up between a pouting man from Mars and a cosmic tosspot from Cardiff, I know which I'd choose.

So does space scientist Dan Aykroyd, only he's always too busy gazing at the stars to spot the poppsie approaching across the shag pile. Kim Basinger literally has to launch herself at him before his radio telescope starts to sense her amorous emanations – knoworrimanean?

Actually it doesn't take any visual assistance to spot Ms B's attractions. She spends so long in semi-transparent blouses you've got time to count the spots on her back, to say nothing of the other side. Wise up, Kim, and wear a woolly vest!

But I digress. Dan falls head over heels for curvy cutie Kim without realising that she's a (guffaw) alien! What? You guessed? Oh well, I suppose it proves you read the title.

Dan's young daughter also stumbles on daddy's new girlfriend's secret. Now Kim is busy learning quaint earth customs like snogging but her personal assistant, a sort of eyeball on a stick which lives in her handbag, has plans to destroy the earth. This is probably the first time a planet has been threatened by a purse.

The plot's as thin as one of Kim's blouses, but if you get bored you can always play spot the wibbly bits, you pervy peepers. As for me, I just want a homicidal handbag!



COMPUTER TALENT

Here's a photo we received from Code Masters, picturing two of its latest programming recruits, Petra Williamson (far left) and Gabby Raeburn (far right). Petra (19) is from Scotland and is both a games designer and a Z80 programmer. She's currently working on Code Master's Motorcross Simulator, and her interests include mud-wrestling and making model jungle-animals out of pipe cleaners. Gabby (21) is from Newcastle and is now working on a Rallycross Simulator for the Darlings. Her interests are barn-dancing and freestyle trampolining.





Pssst's darts team 'guming' for the camera. One hundred and eightee'!!!!

MICROPROSE SOCCER

Conversely, if you get too good, you could try taking on the might of West Germany with yourself playing as Poland. Other control options allow for extremely varied games, with effects, such as, rain, thunder, overhead kicks and banana shots coming into play.

You are presented, on kick-off, with a look-down view – not a common one, but one that works well. On the 16-bit versions, you get no-holds barred, full screen, 8-way scrolling (so smooth!).

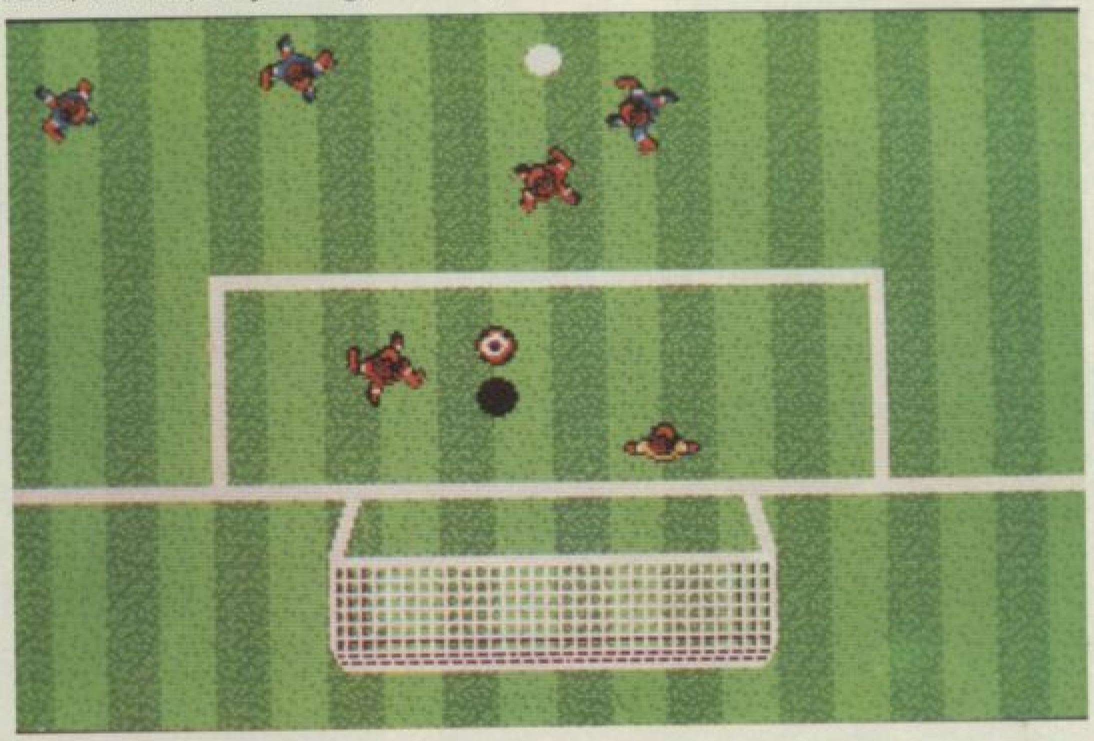
Throw-ins, corners and goal kicks all play their part in the game. Attention to detail is one of Microprose's hall marks and Microprose Soccer has not been left wanting in any respect. The colour of the players strips, strength of banana kicks and an action replay when a goal is scored are all excellent finishing touches to an already brilliant game. Overall, Microprose Soccer has to be the definitive football simulation – be there for the kick off!

RATING OUT OF TEN

GRAPHICS 8
SOUND 7

STRATEGY 9
PLAYABILITY 9

OVERALL RATING 915



Microprose shocked everybody when they released Microprose Soccer for the C64. Not only had they produced a non-militaristic product, they had done it with such expertise that Microprose Soccer has become an instant classic on that format. Now, Microprose have released the sixteen-bit version. Just how do they compare with the original version? Read on . . .

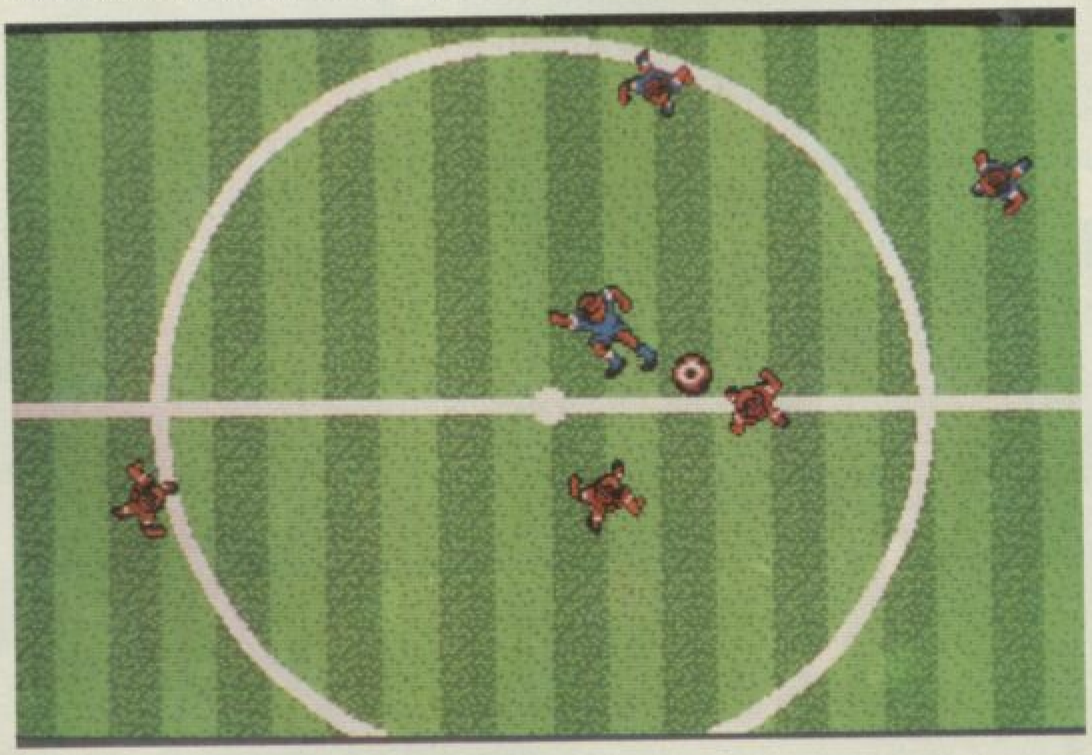
The simulation provides both indoor and outdoor action with American rules six-a-side and standard eleven-a-side respectively. The time for each game can be varied between 2 and 12 minutes. Players may play against each other or one play against the computer. Selection of your team in the World Cup Competition is crucial, as it is in real life – it is much easier to win if you are a historically good footballing nation, such as Brazil than if you are Oman or Algeria.

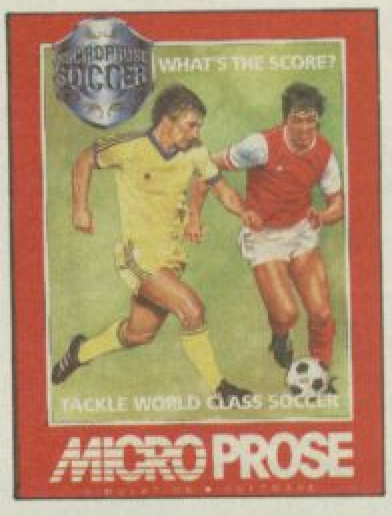
Control your player nearest the ball with your joystick, using the firebutton to kick the ball in the direction your player is facing. The position of the joystick when kicking the ball determines the path that the ball takes, such as, high lobs, banana kicks and overhead kicks. Recapture possession of the ball with a sliding tackle (the wetter the pitch, the longer the slide!). Should the opposition get within shooting range, you gain control of your goalkeeper to prevent the inevitable shot from reaching the back of the net.

C & VG Game of the Month – 95%
'Undoubtedly the best football game ever produced – miss it at your peril!'
C & VG

TGM Star Player – 89%
'Microprose Soccer is of the highest quality – its fast action makes it far more playable than other soccer games.'
TGM

Zzap Sizzler – 90%
'One of the best soccer sims I've ever seen. Little touches like the rain on the pitch and banana shots really make it something special.'
Zzap





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Your Sinclair says . . . "combat simulation with excellent graphics with 'sound' sound."
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This thrilling game will be available on ATARI ST (£19.99) IBM PC (£19.99), SPECTRUM (£9.99), AMSTRAD (£9.99), C64 (£9.99), SPECTRUM DISC (£14.99), AMSTRAD DISC (£14.99) and C64 DISC (£14.99).
You can order direct by sending the order form along with a cheque or postal order made payable to: TIGER DEVELOPMENTS (ENT.) LTD to address below. All orders will be despatched on day of release.
Tiger Developments, Units 3-7, Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN
Telex: 557994 RR DIST G Fax: (0977) 790243

YS SN
TAP

It's the greatest giveaway in the whole world, EVER!

Coo! Two whole free games! What a palava! What a bargain! What an absolutely splendiferous start to yet another wonderful copy of *YS*!

We've got something for everyone this month. For the aggressive, emotional fire signs (that's Leo, Aries, and Saggittarius) there's *Mantronix* from Probe Software (coders of this month's cover game, *OutRun Europa*, fact fans) – a 3D arcade adventure along *Ultimate*-ish lines.

And for those more cerebral air signs (Libra, Gemini and the other one) we have something very different. Just turn over the tape and you'll find *Red Door*, the first text adventure we've ever given away on the front of the mag! Yowza!!

If you're a fan of adventure games anyway, then you'll get straight into this offering from Tartan Software. If you're not, then give it a shot anyway – who knows, you might become hooked for life!

But don't be too downhearted if you don't fall into either of these fabby elements (or if you're too crap to know what sort of sign you are anyway) cos we've thought of something for you to do too!!

For instance, if you're an earth sign like Taurus (main characteristics: practicality, annoying people...) *(Ahem. I think you'll find I'm an earth sign! Ed)* Er, like we said, main characteristics being really, really nice, then you'll probably have great fun being practical and taking the tape apart and putting it back together again.

And finally, should you be an intuitive water sign (sorry, can't remember what any of them are) (*You're fired! Ed*) then there'll probably be no need for you to load the adventure tape up at all because you'll know how it'll all turn out anyway. Oh you don't hey, then read on.

MANTRONIX
probe

Stop! Don't do it! Try sticking this on the cassette player and you'll not be in for the thirty minutes of funky electro rap you might expect, but five minutes of hissing noises (not unlike the band Mantronix, in fact, haw haw!). You're best advised to nip over to the Speccy forthwith and load it there, 'cos we can guarantee that playing the game *Mantronix* will be far more entertaining.

Mantronix whisks you away to an alien world – complete with checkerboard floor and zillions of hostile aliens. These aliens are not just being randomly unpleasant though, 'cos they have a job to do: guarding four intergalactic criminals with the unlikely names of Ariel Head, Max Porka, Yokohama and Xtro II.

This sort of Planet del Crime being a bit of a dodgy place to visit, then, you – in your capacity as intergalactic bounty hunter – decide that it's better perhaps to pass up on the chance to go personally – so send your faithful Mantronix droid instead.

There he goes then, a stumpy little guy in clumpy boots and an oversized spacesuit, straight into BIG trouble. Happily for him he comes equipped with a chest mounted lazer and a number of lives. Unhappily for him though, there are squillions of these bizarre wibbly aliens to defeat, most of which tend to look like salt shakers, lemon squeezers and other table top condiments.

Besides finding and doing away with the aliens and the four villains, you also have to find eight power cubes (which look like, erm, cubes) which you can use to change the direction of various conveyor belts dotted around the place. These cubes are also useful for destroying the pulsators which the 'crims' live off. These look like tall egg cups with eggs in them and legs coming out of the stem(??)

There are plenty of other collectables around too (like swag, sparklers and helmets (Oo-er) which give extra lives.)

That's all you need to know (or all I'm going to tell you anyway.) So now, get playing.

RED DOOR
Tartan Software

What a different kettle of fish this is! No pictures for a start. No Shakey soundtrack either, much as we were hoping for. Not even so much as any controls to learn either, it all being done by on-screen prompts. So what *does* it have, then? Let's take a look behind the *Red Door* and find out...

You begin the game standing in front of a red door. Knock and enter – and (Eek!) everything goes blank...

Next thing you know, you find yourself trapped in a dark torch lit corridor, which is part of the mammoth burial tomb of some ancient Egyptian Pharoah. There are two rooms you can enter, each containing... Well, you'll just have to play the game and see, won't you?

This game is actually one section of Tartan Software's Six-in-One tape – one of the harder games from that compilation, in fact. If you've never played an adventure before, read the introduction which explains exactly what an adventure game is,

Up a bit, down a bit, right a bit, left a bit, FIRE! Mantronix ducks and dodges (except he can't duck) as he searches for Max Porka and pals.

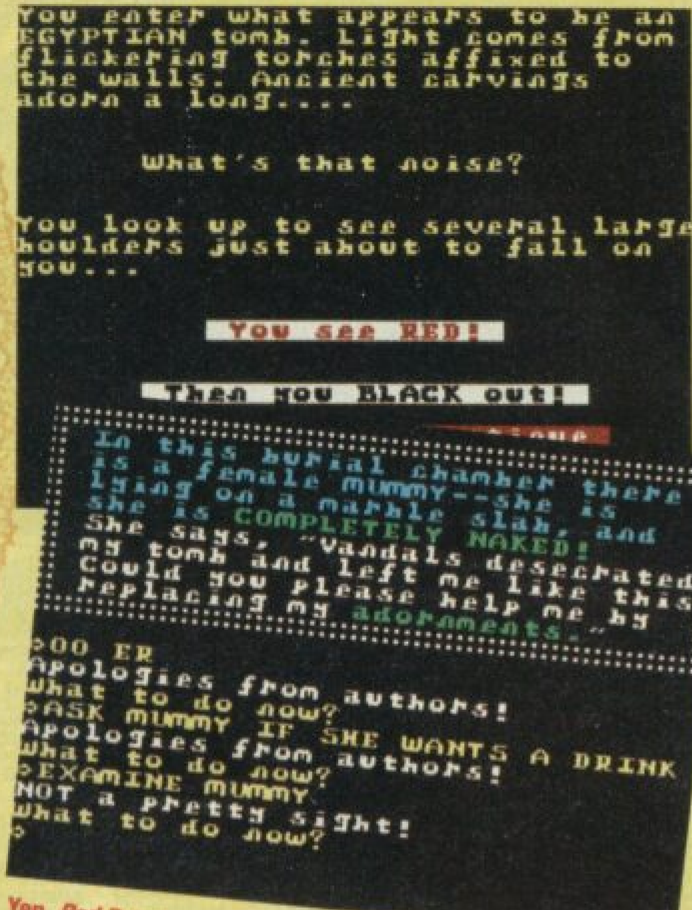


MANTRONIX

MASH

PE!

and what you have to do. Then go to it! You'll become totally frustrated and lost in minutes! In fact, you'll probably get frustrated and lost anyway. But for those still struggling on manfully next month and getting nowhere, we'll be running the complete solution in the June issue so you can see where you went wrong. Betcha you'll kick yourself! If you enjoy *Red Door* and fancy more of the same, then you could do worse than buy the complete Six-In-One tape, or one of the other adventure games from Tom Frost, 61 Bailie Norrie Crescent, Montrose, Angus DD10 9DT, or on (0674) 74259.

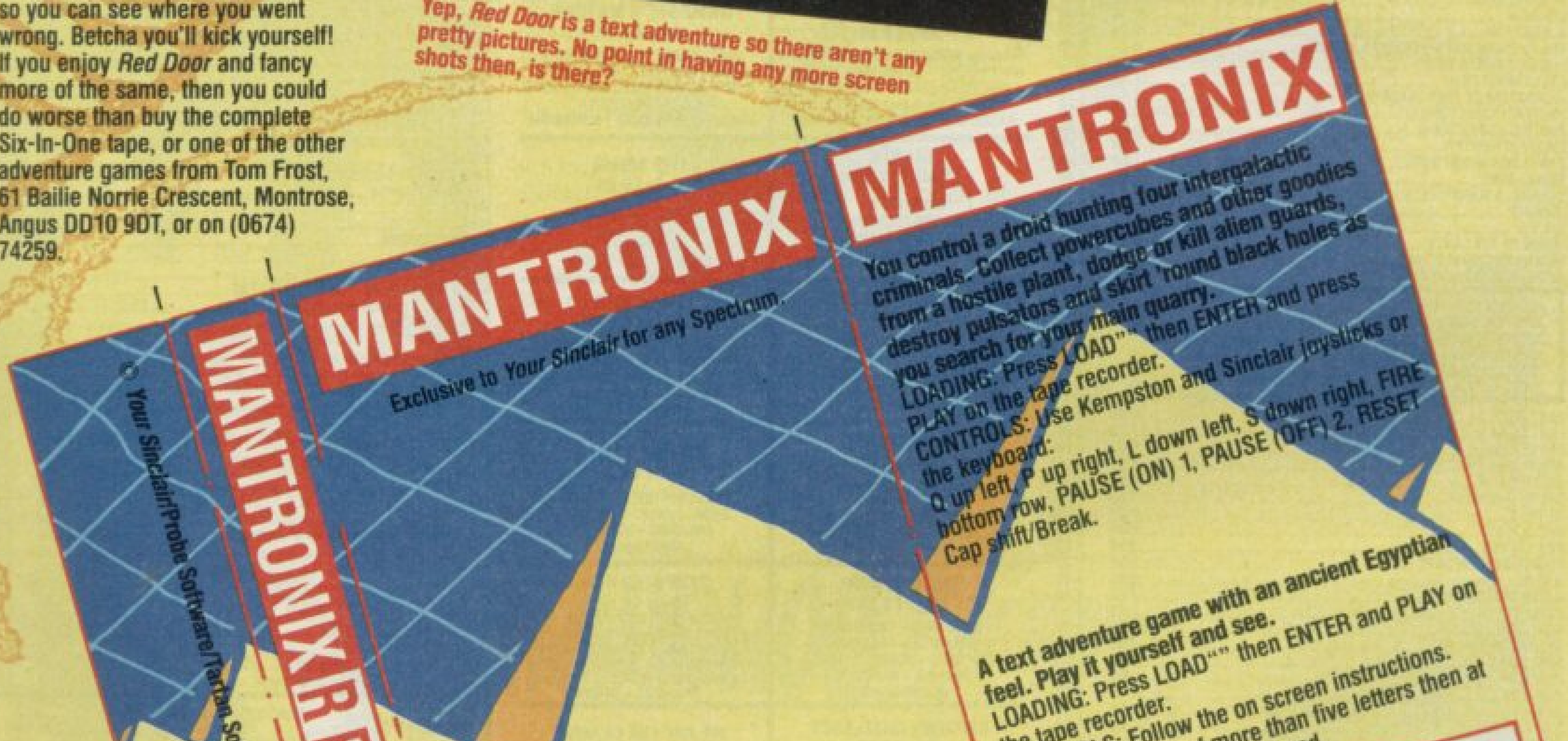


Yep, *Red Door* is a text adventure so there aren't any pretty pictures. No point in having any more screen shots then, is there?

Tape Troubles

As always, there are bound to be one or two tapes stuck to the covers of issues dotted about the land, that simply refuse to work. Shake them, rattle them, take them apart and put them back together again (if you're a practical earth sign) and . . . still nothing. Here then we present the *YS* three point plan to fixing things.

1) Check all connections, adjust the sound level on the tape deck, and prop the power pack up at a 43° angle with a pencil, and try another cassette to see if anything's wrong with the Speccy.
2) If it still doesn't work pop it in an envelope together with a second envelope, stamp addressed to your own house, and post the resulting package to *YS* Tape Returns, PO Box 320, London N21 2NB.
3) Soon enough your envelope will pop through the door complete with a brand spanking new copy of *Mantronix* and *Red Door.* If this doesn't work then either a) repeat the process or b) give up and curse *YS* forever. We recommend a).



& RED *DOOR*

Snot the Ball

Win! A Fabby 14" Colour TV With Remote Control!
Herds of 'bendy' Gilberts!
Bundles of T-Shirts! And bags and bags of *Gilbert The Alien* games!!



YS: Wow! What d'you think of all that then, 'Gilb'?

Gilbert: (for it is he): On the 'ead, son, c'mon, on the 'ead (*??Ed*)

YS: Ermm...exactly. Perhaps we'd better explain. If you don't watch Saturday morning's *Get Fresh* you'll know that Gilbert the Alien is the rudest...

Gilbert: Bum

YS: ...Slimiest...

Gilbert: I think *YS* is really good, really I do, I never ever miss it fawn wimper. (*Not that sort of slimey. Ed*)

YS:... Most nonsensical alien ever. Gilbert's going to be bigger than all of them (or so he tells us) once his new game from Again Again hits the shelves. Crikey! Over to you, Gilbert...

Gilbert: Oh milk, milk, milk, I'd walk a million miles for one of your pints, how I love you, how I love you, how I love you, dear old milkie...

YS: Erm, yes. Perhaps that was a bit of a mistake. As we were saying, to celebrate the release of *Gilbert The Alien*, the game which recounts Gilbert's adventures on his home planet of Drill as he tries to find the missing parts of his spaceship 'The Millenium Dustbin,' we've got trillions of goodies to give away! Bonzer! Let's take a closer look, shall we Gilbert?

Up For Grabs!

Okay, if you're lucky enough to find yourself winning first prize you'll soon have one rather fabby 14 inch Bush 2114 Remote Control colour tee-vee gracing the portals of your bedroom. This is the very device regular Saturday morning viewers will know Gilbert used to develop his 'impeccable' command of English and understanding of Earth life!! And as if that's not enough, there'll also be a Gilbert T-Shirt, a bendy toy and a copy of Alternative's *Gilbert The Alien* computer game to boot.

Roll in second, and you'll find yourself the owner of one of three gross Gilbert fun packs, which include a bendy Gilbert, a T-Shirt and a *Gilbert The Alien* game too. Cool! And there are also 15 runners-up prizes of copies of the game as well. Yowza! How's that then? Generous or what? Let's look at what we have to do to get a chance of winning, shall we?



What You Do!

Gilbert's just sneezed! Yuck! All the pop stars he was meant to be interviewing are ducking and diving, but that flying snot's bound to hit one of them! What we want you to do is draw the line of projection of the snot and have it stop on whichever pop star you, in your skill and judgement, think most likely to be splattered. Remember — X marks the snot!

Once you've filled out the coupon with your name and address, send the whole lot on the back of a lump of snot (or in an envelope) to X Marks The Snot Compo, *YS*, PO Box 1509, Enfield, Middlesex EN1 1LQ.

RULES

- Aliens from the planet Dennis or the Again Again nebula will end up 'lost in space' if they try and enter.
- Don't forget — your entries must be in orbit by 31st May, 1989.
- T'zer's the slimiest, rudest, most disgusting alien of the lot — so don't mess with her or you'll drown in a tidal wave of... (*You're fired! Ed*)



ILLUSTRATION: NICK DAVIES

When the snot hits the fan, I reckon it'll get ...., or my name's not ....

and I don't live at .... in the 'zip' area .... Ha!

ALL NEW!

REVIEWS

As promised last month, the changed face of *Screenshots* is upon us. In fact our review pages are so changed they're not even called *Screenshots* anymore – they're now called *Roger.* Oh, hang on a mo, no they're not, they're called *Reviews.* It makes sense doesn't it: the pages are devoted to reviews, so we call them just that – *Reviews.* Totally simple, even Ali from *EastEnders* couldn't mistake one of our new review pages, with its distinctive black and yellow strip running down the side. Um, on second thoughts he's so thick he probably could, but you know what we mean.

Anyway, there's a new scoring system as well, the *YS* Final Verdict. It's got all the information you need to sort out the duffers from the not-to-be-missed. And here's one we prepared earlier to show you how it works.

THE NEW *YS* FINAL VERDICT SCORING SYSTEM

As you can see if you look at the *YS* Final Verdict board, there's a gigantic thermometer on the left-hand side and four icons which indicate the four new categories we'll be scoring on the night. The reason for this is that from now on we're going to mark games in degrees fahrenheit – the hotter the temperature the hotter the game (obviously)! We've gone from the human body temperatures of 0° min (that's not too healthy) up to 100° max (hot, hot, hot). And with 100 rather than 10 units to choose from, our reviewers' marks are going to get even more accurate (if that's possible given our record), so here's a guide – going up in tens.

100 Wow! Total and absolute excellence.

90°+ Getting up to fever temperature. Any game that scores a total score of 90° and above gets the esteemed *YS* Megagame rating. Coo!

80°+ PDG! (i.e pretty damn good). Well worth digging deep into the old dosh bucket for.

70°+ Very enjoyable, but might not have lasting appeal for everybody.

60°+ A few niggles. Lacking in certain areas. Think before you buy.

50°+ Pretty average. Very average in fact.

40°+ Erm, below average (believe it or not).

30°+ Due to be hospitalised.

20°+ Very poorly.

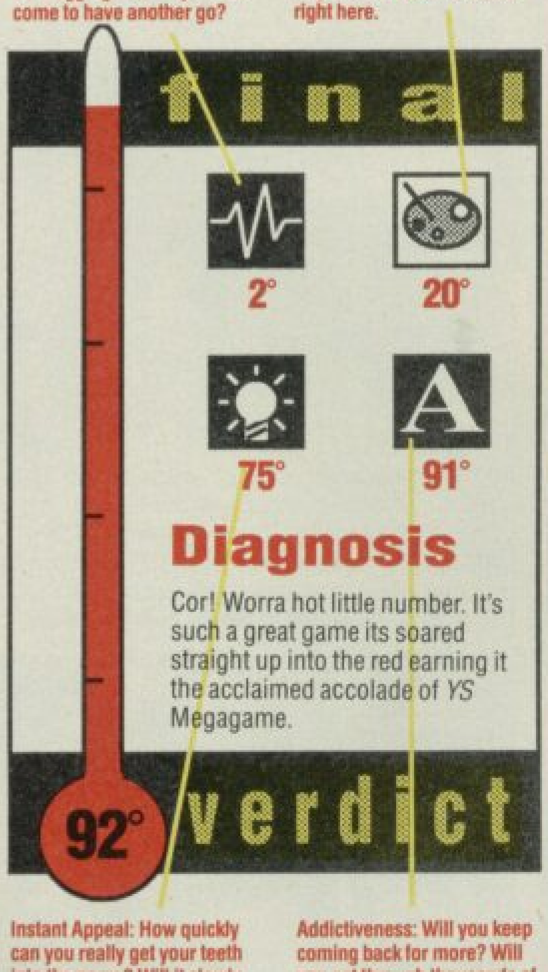
10°+ Critical: not expected to last the night.

0°+ Clinically dead.

Here it is – an annotated *YS* Final Verdict board for you to digest. Oy, stop chewing the page, we meant 'mentally digest'...

Life Expectancy: How long will it be before the cassette ends up in the 'never to be seen again' drawer? Or will you still be dragging it out in years to come to have another go?

Graphics: Pretty much what you'd expect really. Are they crap? Are they good? Are they brill? Do they give you migraines? It's all revealed right here.



Instant Appeal: How quickly can you really get your teeth into the game? Will it slowly grow on you? Will you get straight into it?

Addictiveness: Will you keep coming back for more? Will you get through thousands of joysticks in the quest to finish the game or will you think "who cares"?

JOYSTICK WIBBLERS

And now, without further ado, let's meet your guides through the software junglé for this month. After brushing with death in the woodlands of Combat Zone they're sharper, and cleverer than ever, and three times as bendy in the head. They're, erm, here, and here they are. Tantara!!!



Matt 'Goss' Bielby – *Your Sinclair*'s answer to Danny in the Partridge Family. Matt causes girlies to faint with desire wherever he goes. He recently caused a mass swoon-in at the Benson & Hedges International Netball Championships.



David 'Yo Guys' Wilson – Resident *YS* crooner Dave knows (and will sing, even if asked not to) the lyrics of any song ever written, regardless of naffness. Take it away, Dave: "Underground overground, Wombling free; the Wombles of Wimbledon Common are we." See what we mean?



David 'Fab Wack' Macca McCandless – Fab Wack's back! The man of a thousand faces, but unfortunately nine hundred and ninety-nine of them are more horrendous than Behalibub's passport photo (see the *Pitstop* pages for confirmation).



Jonathan 'Jonathan' Davies – Studious Jonathan has been having problems with his new pet, Farty the warthog (an unwanted gift). He's decided that Farty is the most disgusting animal he's ever encountered and wants rid – quick. Anyone out there want the vile beast?



Sean 'Spoon Wizard' Kelly – Spoon-ace Sean has been experimenting with various other items of cutlery and kitchen appliances: his new piéce de resistance is juggling five Robo Chefs while balancing upside-down on the toaster. This kind of mega co-ordination is expected of *YS* reviewers.



Duncan 'Mad Dog' MacDonald – Duncan has just beaten the World record for moth-powered flight. With seventy of the furry little wing-flappers sellotaped to his shoulders he flew twelve centimeters. Bung it in your book, Norris – or string him up (it's the only language he understands)!



Marcus 'Simes' Berkmann – Listen to Radio One in the mornings? Then you might well have heard our Marcus mentioned (as he constantly is) on Simon Bates' show. Simes hates Marcus. Marcus hates Simes. We hate them both. Who do you hate?



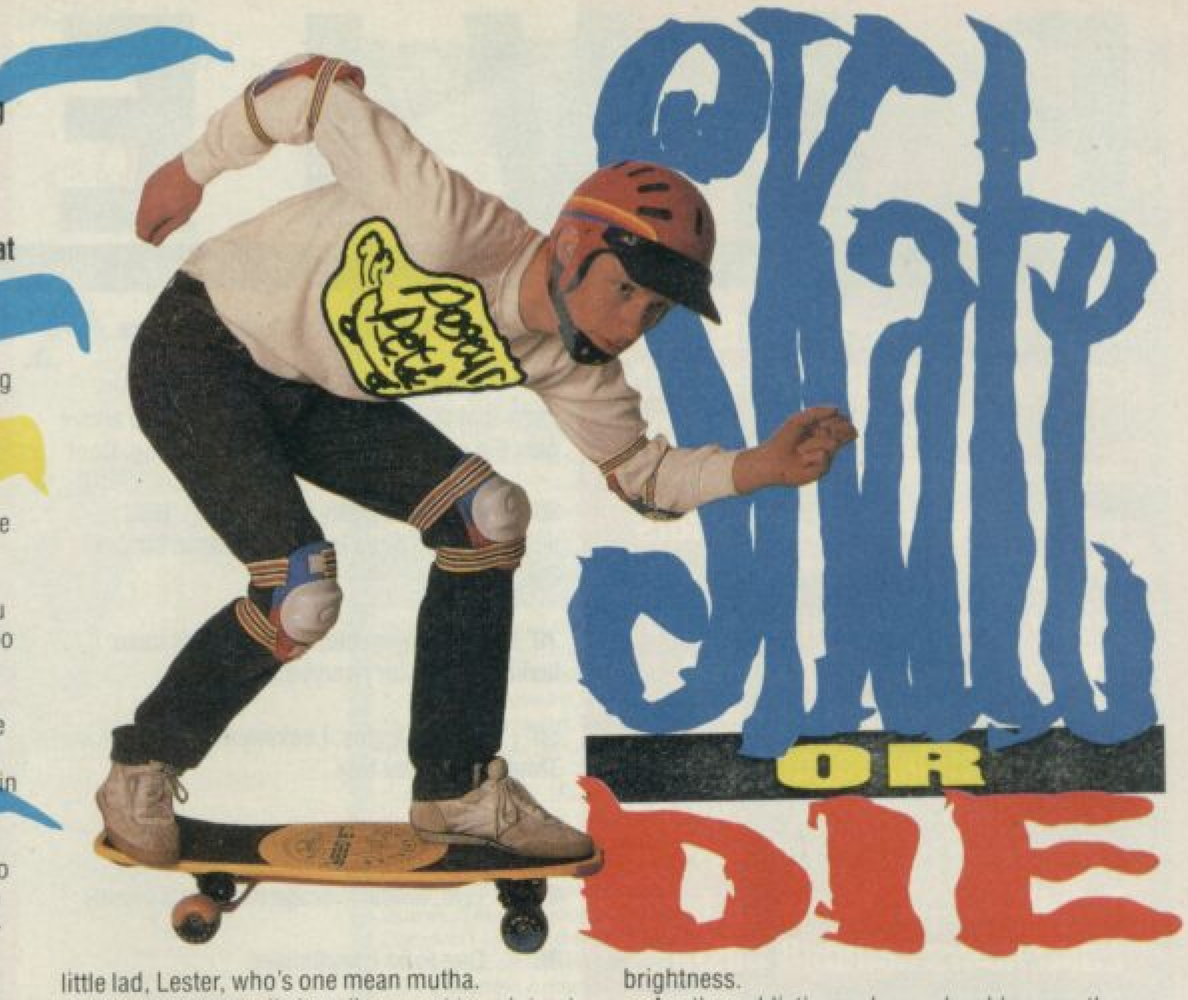
Richard 'Of All The' Blaine – Smooth talking Richard is a bit of a culinary wizard on the side. Give him a blob of jam, two eggs, some salt, butter and a couple of bits of bread and voila: boiled eggs and soldiers for two. Erm, with a blob of jam. C'est magnifique!

Skate Or Die

Electronic Arts/£8.95/£14.95



Matt I'm a sausage. A silly sausage. There I was, thinking 'There's something a wee bit odd about the controls on this one matey,' and I was playing in the ridiculously silly 'goofy foot' mode all along. What an embarrassment, eh?



Perhaps I'd better explain. *Skate Or Die* is a skateboard sim, and whilst you're groovin' along on your wheels you can execute your moves using two different sets of controls – the 'regular foot' option which means the board goes more or less the way it's meant to, or the 'goofy' one that makes it all a bit more wibbly. This oddity apart, you'll find that this is actually very much along the lines of last year's *720°*.

You start in Rodney's skate shop where you sign in. Then it's off to the town square where you must choose the event you wish to take part in. Do this by skating down the right path. But beware you don't always end up playing the 'deadly' downhill race which is very easy to select if you're not paying attention.

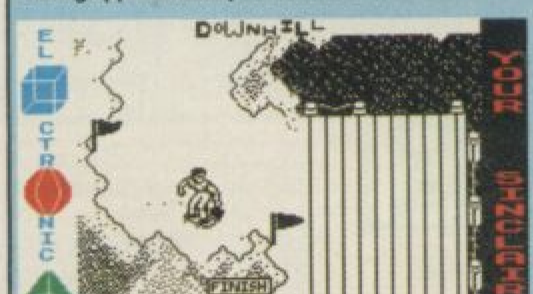
You have a choice between playing the events in a set order, or going to whichever you prefer and plugging away at that. I've outlined the various events in the box to the side, so I won't go into too much more details here, except to say that unlike its rivals this seems to rely more on a sort of violent 'knock the other guy over' gameplay than on executing neat tricks all the time. Should you not have a pal at hand, you can always play the machine which provides three villains – Poseur Pete (he's easy to beat), Aggro Eddie who's a pretty tough customer and shop owner Rodney's little lad, Lester, who's one mean mutha.

And that's basically it really, except to point out *Skate Or Die*'s particular strengths, the biggest of which is the colour – certainly, when compared to the monochrome *720°* – it's a riot of seasonal brightness.

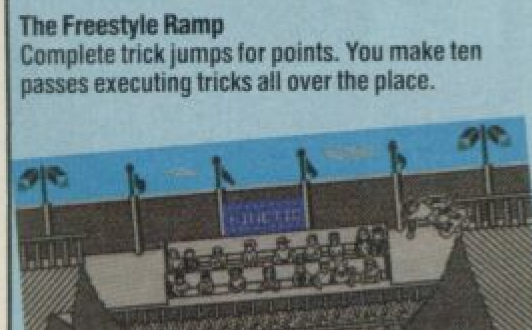
A rather addictive and very playable game then, as these things tend to be, even if it adds nothing to what *720°* and the bonza roller-skate game *Skate Crazy* have done before.

Skate or Die The Events

The Downhill Race.
This is a basic speed trial, though there are bonuses to be earned for taking the trickier routes – down the tunnel, through openings and closing gates and so on. Jumps, ducks and sliding turns can be executed, but take some practice. You can play in either 'regular' or 'goofy' foot modes, which is the difference between having approximate control over the board and, erm, having approximately no control over the board.



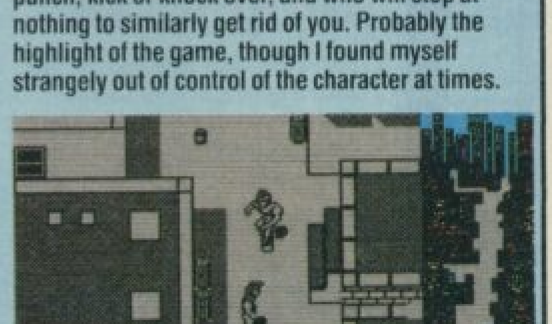
The Freestyle Ramp
Complete trick jumps for points. You make ten passes executing tricks all over the place.



The High Jump
Build up speed over a number of runs to make an extra high leap without coming a cropper. In the *YS* office we were all shouting, "I've got six feet ten inches!," "That's nothing I've got eight feet!" Fnar fnar.



The Downhill Jam
A back streets free-for-all race across various obstacles with an opponent who you have to punch, kick or knock over, and who will stop at nothing to similarly get rid of you. Probably the highlight of the game, though I found myself strangely out of control of the character at times.



The Pool Joust
Knock an opponent off his board taking turns using a sort of paddock stick. You get to take on one of your three opponents, of which 'Lester' is by far the toughest.



final verdict

69°	73°
77°	78°

74°

Diagnosis

Competent and absorbing new skate sim, but no better than *720°* and not as good as *Skate Crazy*.

DARK *fusion*

Gremlin/£7.99 cass/£12.99 disk



Jonathan **In a flagrant attempt to provoke me into the uncontrollable use of the word 'unoriginal', Gremlin appears to have unleashed yet another *Nemesis/Exolon* derivative. But it takes more than that to make me snap. Besides, *Dark Fusion* is actually pretty good.**

You're in the usual predicament. Hordes of mutant aliens pour forth, and will have to be eliminated if you're to make ft through the various levels. You start on foot, with the traditional left, right and jump movements available. Fusion pods are what you're after, and you'll find three scattered around each level. The first two open up to reveal mega-aliens, the sort of thing you normally see knocking around at the end of each level of scrolling shooters. Once these have been atomised, the final pod gives access to the Flight Zone, a bog-standard scrolling shooter, where things really hot up. There are four levels like this, all very different so variety isn't a problem.

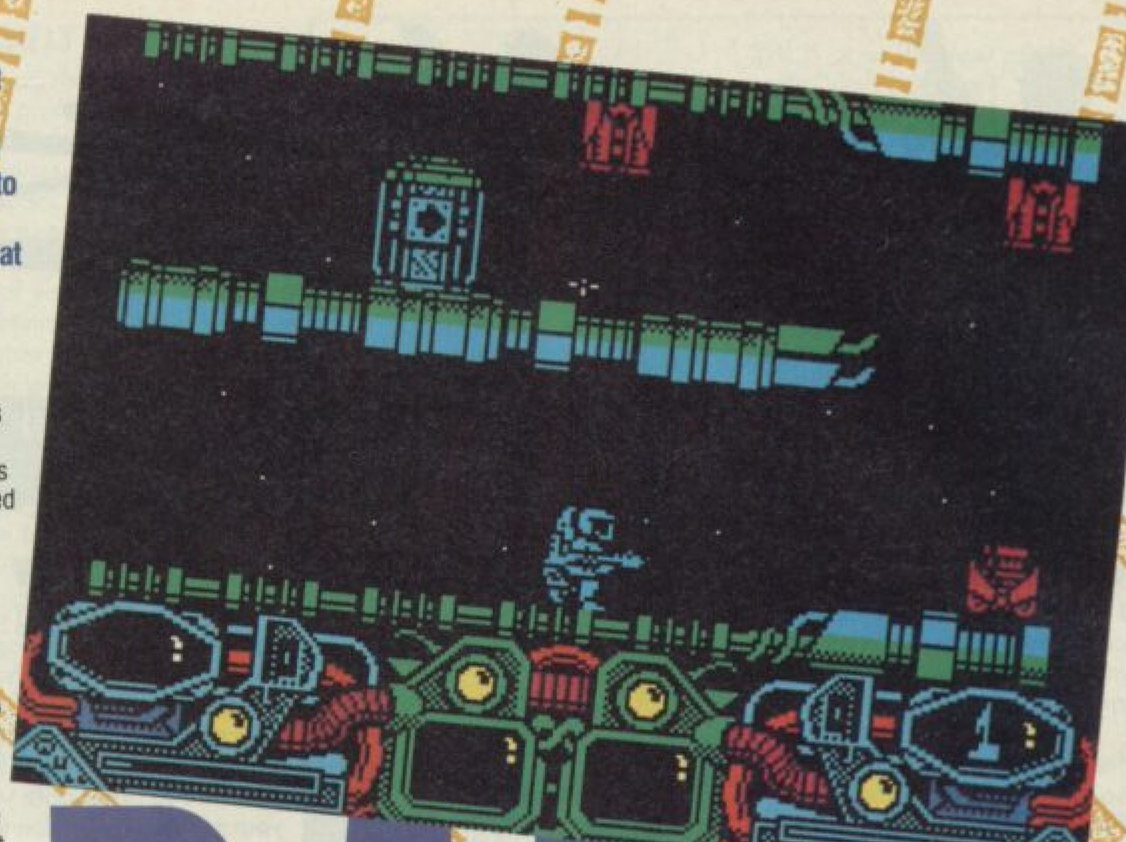
Extra spice is added by the presence of icons. These occasionally appear, and can be picked up to give you extra fire-power, energy, you know the sort of thing. You can only carry one at a time, but you can save it until it's needed.

There's also a gimmick. Yes indeed, something new! The longer you hold down the fire button, the meatier your shot will be when you release it. This means that you can either opt for rapid, puny bullets to dispatch smaller obstructions, or massive dollops which come in very handy against larger adversaries.

That's about it for novel ideas though, so it's all down to programming. Luckily there's no problem here. Although the graphics look even more familiar than the plot, they're colourful and move smoothly, and the horizontal scrolling is particularly slick. The collision detection is the only thing I could really question. Obstacles seem to be surrounded by some kind of invisible but lethal aura, so give them a wide berth.

One point worthy of note is the multi-channel tune at the beginning, complete with extensive percussion effects. There's also a nice, but utterly pointless bit of animation on the title screen with loads of little balls spinning around in formation. Well I liked it anyway.

As you may have gathered by now, I was impressed by this one. While it doesn't quite rank among the elite of Speccy shoot 'em ups, and is scandalously unoriginal (darn it, there I go), *Dark Fusion* is fast and playable enough to keep most undiscerning players going 'til the bitter end.





final

73° 78°

83° 85°

Diagnosis

A superior shoot 'em up in the traditional mould. If you reckon you can handle yet another one, go for it.

81° **verdict**

Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS *badge.*

CAN I ENTER THE DUCK!

I am a subscriber to your computer magazine and, every month, I see the compos and prizes that you give away.

In January I sent a coupon for the big compo in this issue, something like 'There's No Place At The Inn......' and so on. I don't know if overseas readers can enter the compos you have, so I'm writing to find out.

I have ready a coupon for the Duck Compo, and I want to send it, but first I have to know if participation is possible...

Sorry about the English Grammatical errors, if there are ones. My English isn't perfect, and probably never will be.

Andreas Hasenack
Sao Leopoldo, Portugal

First of all, your English is perfectly okay. Secondly, participation is very definitely possible, wherever you live. We even let people who live in Holland (the land of the clog) enter our compos!!! **Ed.**

KINDLY LEAVE THE STAGE

Roll up, roll up, it's hold your ribs time again (doesn't time fly). This month we've got a really, really crap joke and a rather rude one. The really, really crap joke comes from R. Renardson who hails from Liskeard in Cornwall and the rather rude one comes from Paul Morren of Fintry, Dundee. They both win an incredibly circular *YS* badge, as could you if your 'joke' gets printed. Anyroad, here they are:

Q: How do frogs die?
A: They Kermit suicide.

and

Q: What's the difference between light and hard?
A: You can sleep with a light on.

The address for your humourous gems? Why, Kindly Leave The Stage, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE of course.

POINTLESS IDIOCY

It's been a while since I've written to you, so I thought I'd drop you a line to say how great the mag is..... but I won't, cos I'm not a fawning fat slob. (A fat slob maybe, but I don't fawn.)

I write to bring both you and your readers' attention to a nasty change those, ahem, nice people at Ams***d have made to the Speccy +2. I refer to the fact of the er, sex change! Inside all new +2's (the ones with the black cases and repositioned ports) the Ams***d engineers have now put a +3 board minus the drive circuits.

Until this pointless bit of idiocy, all +2's could use most of the commercially available third party add-ons. Not so now! So out there are a lot of unsuspecting NEW purchasers who bought their machines at Christmas tearing their hair out. Brilliant Amstrad, absolutely brilliant!

I myself had intended upgrading to a +2, but not any more — Mr Sugar's cronies have put the Kybosch on that idea.

Right, now where was I? Ah yes, someone asked me recently if I knew what a Kylie Minogue was. Here is what I sent as a reply:
SUBJECT: KYLIE MINOGUE
Australian songbird of indeterminate species and origin — its voice grates on the nerves like a badly tuned set of bagpipes. Often to be seen in the arms of the, er, equally talented though less colourful Jay(son) Donovan — again of indeterminate species or origin.

Tentative links can be made with the well known stud farm of Stock, Aitken and Waterman, where there's also to be found a fairly pathetic stallion known to the world as a Rick Astley. In conclusion:

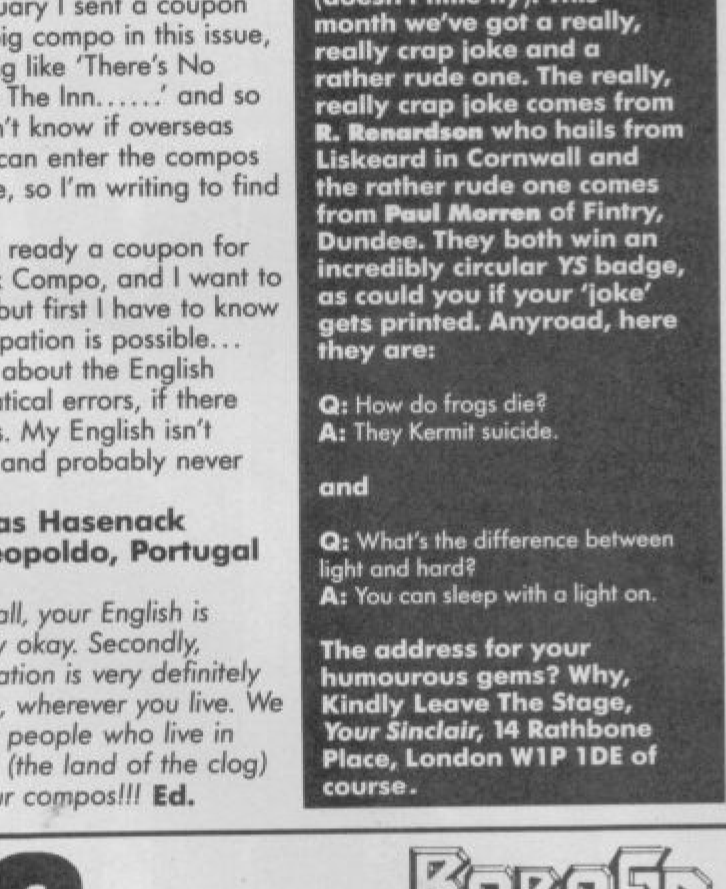
Origin — Unknown
Species — Unknown
Talents — Vague
Plumage — Loud and brassy
Mating Habits No data available

Here's to finding that the rest of 1989 sees you, if not sober, a little merry and not a lot handstand.

Zaeon the Silicon Chameleon
(alias Malcolm Wright)
Spennymoor, Co. Durham

You're wrong about Rick Astley, old bean. He's taken the plunge and left messrs Stock, Aitken and Waterman and is currently writing and producing his own stuff (and in his spare time he works for us under the pseudonym of Matt Bielby). **Ed.**

DOODLEBUGS



Listen! What's that noise? 'Brrrrbrrrbrrbrrb brr fut fut fut fut (silence)' Oh no — get down, it's a doodlebug!! Damn — it's the waiting that's the killer: the tension; not knowing where it's going to land. Tum te tum te tum. It must have missed us by now. It's probably safe to get out from under the table. Here goes....
KERBLAAAAAMMM!!!

Well, thanks a lot, Glenn Kernaghan from Armagh. You've just demolished Castle Rathbone. Ah well it was getting pretty crowded anyway.

Any of you lot out there got any 'visuals' you think we might fancy printing? Well send them in then — you know you'll get a spanking new free game out of it, don't you? Attach your effort to a WWII Messerschmit rocket engine and launch it at Doodlebugs, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. You know it makes sense.

MEGA NASTY

Although I think your mag is brill I'll get straight to the point. I claim to be the first person (under 12) to have completed *R-Type*. Here's how you destroy the end of level mega-nasty. Destroy eyes with fireballs and then destroy the thing that pops out of the middle (Oo-er. *Ed*). There you go.

Rory Wilson
Currie, Edinburgh
PS You're beautiful.

And you thought it was hard — wait until you get to level four! **Ed.**

Letters

A VEGETABLE WRITES

I never win anything (well, okay, I won a holiday in Disneyland once — but that's too cheap to count). Anyway like I said, I never win anything so you can imagine my overwhelming joy when I had a letter published in your mag last April and I realised I had won an exclusive YS badge! Honestly, I cried with joy all day.

One year on and you're turning me into a blithering parsnip. I get up at 4.00 am every morning and wait the three hours and fifty-two minutes for the postie to arrive. I rip open all the mail, but as yet no badge. In fact you're turning me from a parsnip into a .... erm, piece of broccoli.

Anyway, regarding the Feb ish. Have you read G. Curries letter? What a load of bunny!

Still in the Feb ish, what the heck is Roy Orbison doing playing *A Question Of Sport* in the Future Shocks section? This is surely a major achievement since he isn't a sportsman and more remarkably as he is dead!

Guy McEvoy
Penrith, Cumbria

He was being propped up by Bill Beaumont (and, incidentally, he answered more questions than Ian Botham). Oh, and sorry about your lack of badge too. I can't think why you've not received it yet. Anyway, there'll be one winging its way to you, just as soon as we've received the latest delivery of badges. **Ed.**

VIOLENT INTENT

I would like to mention that in your review of *R-Type* you gave the mega graphics nine. Just nine! Ptui! They deserve a million.

Anyway, *YS* is brillo, with all the free games and demos, but there is one problem — some of your POKEs are too long. Why don't you put them on tape? (*We did last month. Ed*).

If you don't print this letter I will burn all my copies of YS and smash all the tapes (I will also kill Duncan because he bodged the *R-Type* review).

S. Wigginton
Hucknall, Notts

Crikey, you make Ayatollah Khomeni sould like 'the voice of reason'. Erm, on second thoughts maybe you don't. **Ed.**

EXTREMELY PEEVED

I am writing this letter in total fury. The game concerned is *R-Type*. Whaaat?? "He must be nuts," I hear you say, but the better games players among you will have already discovered what I'm about to impart (and the rest of you will eventually). The problem concerns level eight — or rather the lack of it. When you finish level seven and load in level eight, you get a replica of level seven again. And there's more — if you complete this level eight (seven) the game just scrolls on for ever, no end of game sequence or message about depleting the Bydo Empire. I therefore urge readers not to buy this game as it is a rip off!!

J. Parker
Norwich, Norfolk

Woah, woah. I've been onto Activision, who is extremely concerned about this whole state of affairs. Somewhere along the production line someone made a major cock-up. The chump responsible for the missing level has been decapitated (or something), and Activision is re-mastering the entire game, so anyone who wants to finish it can write to Activision (enclosing their original copy) and have the completed version forwarded to them. **Ed.**

NUT CUTLETS

Your normally tasteful magazine is going down in standard. (*Oh no, not another one. Ed*) In the old days language such as "perv", "oo-er" and "Sam Fox's t*ts" was used, alongside pictures of scantily clad women, acting merely as innocent sexual objects. But in the May issue I noticed the word "meaty", and a reference to "bacon" on page 42. Don't you realise there are impressionable youngsters reading your magazine? You should be ashamed of yourselves, using such indoctrinous, brainwashing language! I look forward to the return of your traditional high standards.

Andrew 'Meat is Murder' Lyons
London W7

What's your beef? I don't want to get sausagey about this particular can of pork, but if you ask me, you're off your bacon. It's rare for me to get steaked up about things (well, medium rare, anyway), but you've got me grilling on this one. Come up to the office and you'll see what we can do with a T-bone — unless you're chicken, of course. Oh my God, once I've started, I can't stop writing this tripe . . . giblets . . . venison **Ed**



TRAINSPOTTER AWARD

IT'S A FAIR COPPER

Well, what can I say? You've gone and made another total cock-up ain't ya! If you cast your eyeballs over page 29 of the Feb '89 ish, you will find that you have a POKE for *Hopper Chopper*. You silly prats! The game happens to be called *Hopper Copper*! No flippin' H! So hurry up and send me my Puffertrainspotter Award. Don't blame poor little Philipkins either — it wasn't his fault.

Jonathan Clay
Doncaster, South Yorkshire

Oh yes it was (oh no it wasn't?) oh yes it was! **Ed.**

UNSUCCESSFUL ATTEMPT

Let's examine the February issue, shall we? (*Go ahead. Ed*). On the *Contents* page it says that the *Back Issues* are on page 90, but alas page 90 is an ad for some Martech games — you will find the *Back Issues* on page 160.

On page 22 in Kindly Leave The Stage, the joke says 'How do you turn a duck into a soul singer?' Surely it should say 'How do you turn a duck into a solo singer?' And lastly, in the letter from A. Adema (page 23) it says 'PS How many bades do I deserve?' Surely it should have read 'How many badges do I deserve?' You can send me a Trainspotter Award now.

Alex Birdsall
Totnes, Devon

Point one. You won't find anything at all on page 160 largely due to the fact that page 160 doesn't exist. What you meant to say was 106.

Point two. The joke was about Bill Withers, who is a SOUL singer. So there.

Point three. A Adema did actually ask us to send him a 'bade'.

Looking at the evidence, I come to the conclusion that you actually owe me a Trainspotter Award. **Ed.**

YOU WHAT??

I've spotted a mistake on your Letters page!! Unbelievable but true!

I quote "Please please please, you have got to... I haven't missed an issue since issue eight of *Your Spectrum*!!" Whaat?? Pardon me, am I deaf? (*No, just stupid. Ed*). Should this not read *Your Sinclair*? Please send me a Trainspotter as I have never spotted anything at all before.

Robbie Ulietinck
London N7

You still haven't you clot. Once upon a time there was a mag called Your Spectrum, then one day the name changed to Your Sinclair. Same magazine, different 'monicker'. So you don't qualify for a Trainspotter at all. In fact, I might not even send you a badge (aren't I mean). I'll shake up this can of Diet-Coke to decide — if it squirts all over the place when I open it you don't get a badge, if it doesn't you do. Shake shake shake shake (shake shake). Click. Psss!! Blimey, you were unbelievably lucky there. **Ed.**

THE NAME GAME

In the September issue of *YS* Tom Price from Devon wrote in saying that *Northstar* was an Industrial Estate in Swindon. To this you replied 'You'll be telling us next that the *Magic Knight* isn't a hero with special powers born of a land of fantasy, but a British Rail ticket collector at Swansea'.

Guess what? My best friend has a brother who has a girlfriend who has a second cousin (twice removed) who's mum works at the Swansea British Rail ticket collection office. One of her workmates is called Magic Knight. What do you think of that then?

David Taylor
Darlaston, W. Midlands

Alright then, and before the rest of you write in we already know that Monty Mole works in the Wimpy in Crewe and that Vixen is a manageress in the Shrewsbury branch of Sainsburys. **Ed**

Letters

CLAIRVOYANT

I have a serious matter to discuss with you — why, oh why, don't you put adventures on the cover tape? (*We have, we have. Ed*) I know that there would be complaints from a lot of people if you put just an adventure on the tape, so you could have an adventure on one side and an arcade game on the other. (*We've done that, we've done that. Ed*)

I think you'll find a lot of people satisfied with something like that. (*We know, we know. Ed*)

I'm not an adventure freak but I do like adventures. I read the magazine every month and I am very pleased with the quality. I used to get a lot of the other mags too, but lately they've been getting tediously boring so I don't get them anymore (even the cover games are crap).

Give my thanks to *Phil South* for printing my *Last Ninja II* maps — he said there's a future in illustration for me (which is actually what I want to be — an illustrator). What qualifications do you need to become an illustrator? I'm doing A Level art and some other subjects. To all at *YS*: you're brill!!

Allan Walsh
North Warrington, Cheshire

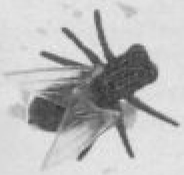
And jolly super maps we all thought they were too! Um, you don't actually need qualifications to become a successful illustrator, you just need talent (and tenacity). However, a good art college would be the next best step: after you've finished your A Levels, that is. **Ed.**

BUG BYTES

Send me a badge or my pet fly (enclosed) will bite your head off.

Max Robertson
Harpenden, Herts

PS It may be dead by the time it gets to you.



You were right. It was as dead as a dodo! And your bargaining power perished with it. Still, I'll send you a badge anyway. **Ed.**

THE WONDERFUL WORLD OF THE SPECCY

Every month we ask you to write in from lands afar, so you can have your letters printed in this, our 'international' section. This month's 'person from elsewhere on the planet' comes from Ireland. His ruse has worked (because we were feeling generous), but it won't work again — remember, a postmark saying 'Scunthorpe' is a birrova giveaway. Oh, and there's someone from Italy in there too!!

LOVE LINES

Dear Miss the Editor
I have thirty-three years old and I read your magazine since the issue first.

As I am getting very much the older I would dearly like the Trainspotter Award as it would make happy me for rest of my life.

The error I spot is the page nine of issue 39 in March. Under section of making a Valentine card step five, the word envelope is spelled out enevelope.

If you would send award for me it will make me very happy for rest of my life.

Also thank you for printing picture of Bernadette Tynan. It will happy make me for long time.

I am your award expecting humbly faithful.

Mervyn Neill
Nertownards, Co. Down

PS I am not foreign at all, but it appears to me that in all the years that I've bought your mag it's the only way to get a letter printed.

Seems to have worked, doesn't it. But before you get too smug, I'd better tell you that your badge is being sent to Poland: do you get prizes for telling porkies? Not in this mag matey! **Ed.**

CENSORED

Don't ever think of printing my letter in Small Print or in the Wonderful World of The Speccy section, okay?

Gabriele Roncolato
Milano, Italy

I wouldn't dream of it. Whoops. **Ed.**

MORE WEIRD ALIENS

I would like to air my views on software piracy. Wait a minute, what are all these lights? What is that strange noise? Who are these disfigured beings? AAAAAARRRGGGHH!!

— Greetings earthlings, we are from the planet Sdfghjkl (whose letters come in a row on your typewriters). We are on a desperate mission — our planet is dying and we desperately need what you earthlings call 'A YS BADGE'. This will stop our planet from folding up until it fits into a piggy bank. Please do not fail us. Beewooweewooo —.

Who were they? Anyway, I've forgotten what I was saying now.

Neil Stewart
Glasgow

PS Aaaaaaarrgh!!! The aliens are back for the PS's!!

It's strange, I agree, but I've also noticed that when aliens suddenly disappear they make a 'beewooweeewoooo' sound. It's enought to cause amnesia in the bravest of folk. **Ed.**

SMALL PRINT

When I pull blu-tac off my bedroom wall, the wallpaper comes off with it.
Leigh Loveday
W. Glamorgan, Wales
Remove little bits of wallpaper from behind the radiator to cover the offending areas. **Ed.**

Don't ever think of printing my letter in Small Print or in the Wonderful World of The Speccy section, okay?
Gabriele Roncolato
Milano, Italy
Would I do something like that? **Ed.**

Please could you send me a poster of Bernadette Tynan.
J. Worthington
Rawtenstall, Lancs
Fresh out, I'm afraid: How about one of Bernard Matthews? No, thought not. **Ed.**

Tell Matt Bielby to stick a deckchair up his nose.
Richard Dunn
Horsham, Sussex
There's no room — that's where he keeps all his Rick Astley singles **Ed.**

Thanks for the talk. Please don't play with my name, okay?
Miguel Alexandre
Franco, Ferreira
I've got a confession to make, I had a quick game of croquet with it. Sorry. **Ed.**

My mum ripped out page 69 because of the pervy picture — and I was interested in the article as well.
Richard Preston
Holmfirth, Huddersfield
That's censorship for you. **Ed.**

What's all this about the *Advanced Lawnmower Simulator*?
Ben Dyson
Burnley, Lancs
Blimey, you've certainly 'got your finger on the pulse'. **Ed.**

OOH, YOU POOR DEAR

Your problems solved by Madam Pico



Bottom!

Dear Madam Pico
I'm stuck at the bottom of a swimming pool — my thumb is lodged in the cleaning vent and I'm rapidly running out of breath. Luckily I happened to have a waterproof pen, paper and ready stamped envelope secreted away in my trunks (for just this kind of emergency) — I only hope that someone finds this letter floating on the surface of the pool and posts it to you. I'm at the bottom of the deep end (12ft) of the Brighton pool (near the marina). Please help me.
John Salmon
Brighton, Sussex

Dear John,
Judging by the date on the postmark I would imagine it's too late to help, but just in case it isn't I would suggest that you thrash your legs and free arm about wildly. This might help to draw someone's attention to your sub-aquatic plight.

Sore Thumb!

Dear Madam Pico
I know a lot of people who write to you send in pretend problems, but I've got a real one, so please take it seriously. I'm really tall: six foot five and a half inches to be precise — and I'm only twelve years old. The problem is that I'm quite shy and retiring and don't like to be noticed, but there's nothing I can do about the fact that I stick out like sore thumb! In fact it's worse than that — I stick out like a giraffe in penguin colony. All my friends are about 18 inches shorter than me — what on earth can I do about it?
Ian 'Lofty' Pledge
Stoney Stanton, Leics

Not a lot, I'm afraid my love. All I can suggest is that you drop your current circle of friends and start hanging around with basketball players or high jump atheletes. As you get older your problem will iron itself out as your peers catch you up in the height stakes (unless you continue to grow at the ridiculous rate that you have up until now, in which case you'll always poke out in crowds).

Have you got a problem? Well don't despair. Let Madam Pico help you. Send your problems to Madame Pico Problem Page, Your Sinclair, 14 Rathbone Place, London, W1P 1DE. All letters will be treated in the strictest confidence.



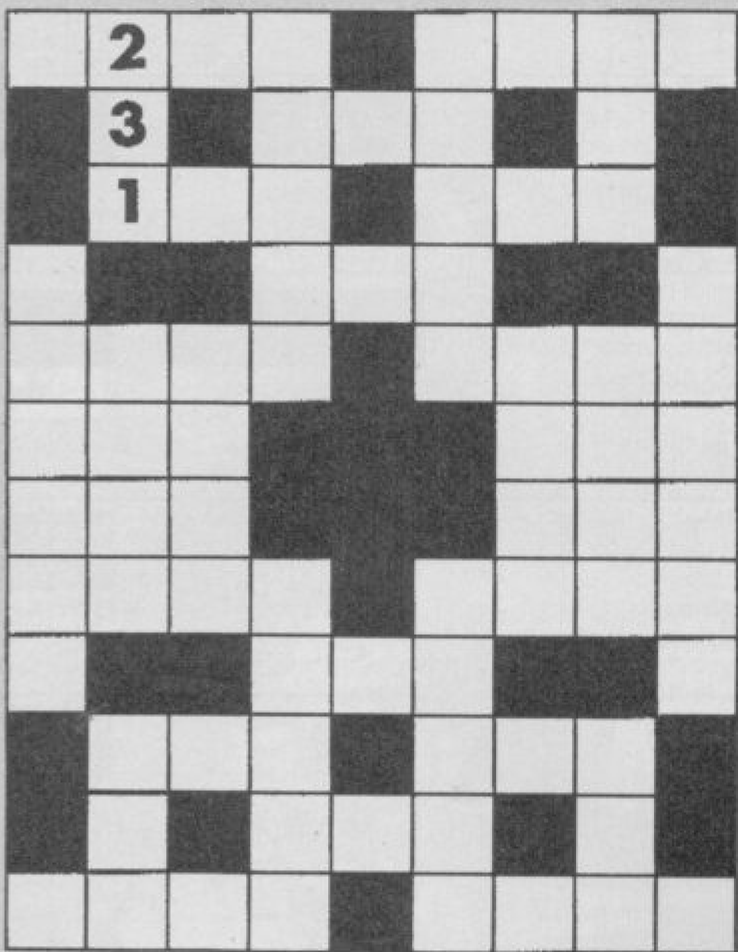
PETE'S PUZZLERS

Thinking caps on again folks, *Pete Shaw*'s around to tax the grey matter once more...

NUMBER JIG

Time once again to win some goodies, you lucky people! This month our Prize Trickster is provided by **Ian McCormack** from Paisley.

'Tis very simple (honest!). All you have to do is fit all of the numbers shown in the list below within the puzzle squares. Just to be extra generous, Ian's already put one in for you. Once you've done that, fill in the coupon and post the whole shebang off to Don't Think You've Got Me Fooled For One Minute, Ga, Ga, Ga, Compo, *Your Sinclair*, PO Box 1509, Enfield, Middlesex, EN1 1LQ. And you may just get your hands on some new software. Waheeeeyyy!!



Three Numbers

107 162 176 178 182 195 231 232 282 316 364 431 804 831 888 891

Four Numbers

2010 2221 2612 2734 3214 3237 3423 4236 4834 6420 7310 8405

Five Numbers

38527 63781 74216 88123

Six Numbers

304651 621430



Na, you ain't got me yet, matey! Here's my totally brilliant entry, so where's the goods?

Name..

Address..

....

....

....**Postcode**....................

And of course my entry will be with you by 31st April 1989, or I know you won't even look at it.

WHICH WAY, JOSE?

Mon namesake, **Pete Shears** from deepest, darkest Devon sent in this luverly little puzzle. See if you can sort it out.

A man has a square house, and all the windows (one in each wall) face south. He is looking out one of the windows when a bear walks past.

What colour is the bear?

WEIGHTY PROBLEM

I'll hand you over to **Master P Gillibrand** from Sheffield who is just set to trick and tease you with his puzzles...

There's a box filled with water which weighs 5kg. What can you put in the box to make it weigh less?

TIME FOR MIME

'Pon my soul — **Master P Gilibrand**'s back with another...

A deaf and dumb man went into an ironmongers shop to buy a hammer. He couldn't speak so he mimed hammering. Next another deaf and dumb man went in wanting a screwdriver — so he mimed putting in a screw... Then a blind man went in and wanted a saw. What sort of mime did he do?

SPORTS FAN

Ta ver. much **Mr Ricky-Boy White** of Doncaster for this trickster...

If you have an Umpire in Cricket and a Referee in Football, what do you get in Bowls?

180!

Stephen Kemp provides the next problem for you lot. Work this one out if you dare...

Using a standard dart board and finishing on a double, what is the least number of darts you need to score 501?

END BITS

Thanks to all those who wrote in this month (especially **Declan Meade**, but I'm saving yours for something special!). Remember there's all sorts of goodies up for grabs if you provide any of the puzzles printed in this months issue. There's a bundle of three games for the Prize Puzzle writer, and a badge for everyone else. So get sending, to Pete's Puzzle Page, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh and if you're stuck on this month's teasers, turn to page 91 for the answers.

CHICAGO 30'S





US Gold/£8.99 cassette/£12.99 disk



Duncan "Don't shoot me, I'm only the piano player." "Okay, bub, I guess I c'n letcha go. What's yer name by the way?" "Richard Clayderman, sir." "Oh dear, I'm going to have to shoot you after all." Bang.

Chicago in the thirties wasn't the place to be if you were a musician. *(What are you blithering on about? Ed)*. Especially if you were a violinist. Encountering a savage bunch of Al Capone's men on a dimly lit street corner wouldn't have been a barrel of laughs if the only protection you could pull from your violin case was . . . a violin! Lucky for you then, isn't it, that in this game you're not playing the part of Nigel Kennedy. The role you are taking on is that of Detective Elliot: a policeman with a mission – to boldly go where no man has gone before, to . . . *(Wrong mission. Ed)*. Erm, to clear Chicago's streets of gansters and put an end to the illicit alcohol trading of the Maffiosi organisations. Phew. Tall order. Let's have a decko at the game though, come this way, please.

Chicago 30's is a monochrome left/right, right/left scrolling shoot 'em-up, in which the golden rule is simple. Shoot or be shot. There are no innocent bystanders hanging around waiting to collect a stray piece of lead in the spleen, so you can go spray-crazy with your machine-gun.

The game starts with your Elliot sprite immediately under attack from all sides, so it's a good idea to leap onto your belly and let the mobsters shots fly over your head. In fact it's a good idea to spend a lot of the game in this position as you can't be killed (unless you get sniped at from above, but I'll get back to that in a minute). However, from this prone position you can't do much killing yourself, so you have to do loads of leaping to your feet, loosing off a couple of shots and jumping to the ground again. The most dangerous foes are those at windows, behind crates and on rooftops – they're difficult to spot most of the time and can shoot downwards at you and even throw grenades – but they're by no means impossible to dispose of – especially as you've got grenades yourself. If you get far enough, the scene fades then regenerates again and, lo and behold, you're inside a car where you're safe from the villains' fire (but can still shoot them. Ha, ha.). The motor doesn't last forever though, so you soon find yourself pounding the beat again, but now there's the added difficulty of the gangsters car to contend with. It zooms in from the left and can only be dealt with by lobbing a grenade in its general direction. Then there's more of the same followed by more of the same again.

The presentation of the game is brilliant however – the action takes place on a cinema screen, with the curtains to either side and, well, take a look at the screenshot. The audience represents your lives – each time you lose one, one of the 'punters' leaves the pictures. Nice touch. The graphics in *Chicago 30's* are very good, as is the animation and addictiveness, but for my money the game's a bit on the easy side. I get the feeling that a lot of you will get to see the final screen far too soon for your moneys worth. Still, it's a nice game to look at. Not bad really. Boing.





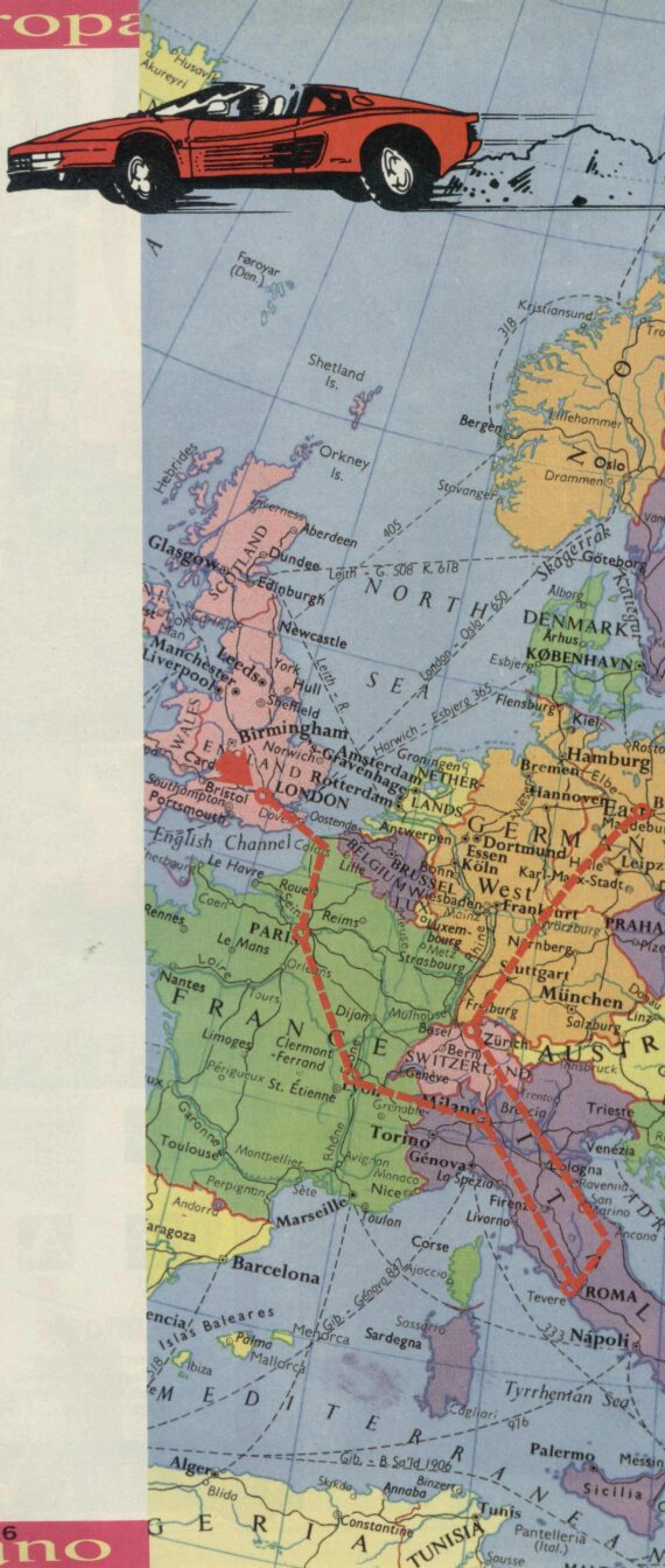
final

53°	80°
71°	80°

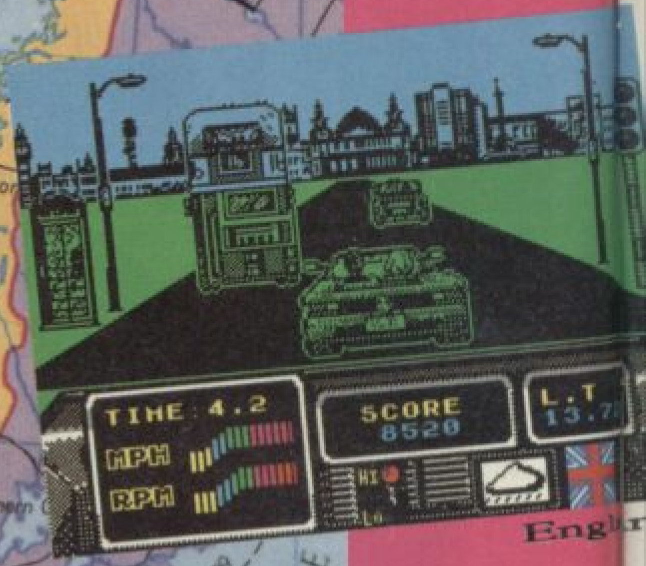
Diagnosis

A nicely presented horizontally scrolling 'gangster' shoot 'em-up which may leave you unsatisfied due to its lack of difficulty

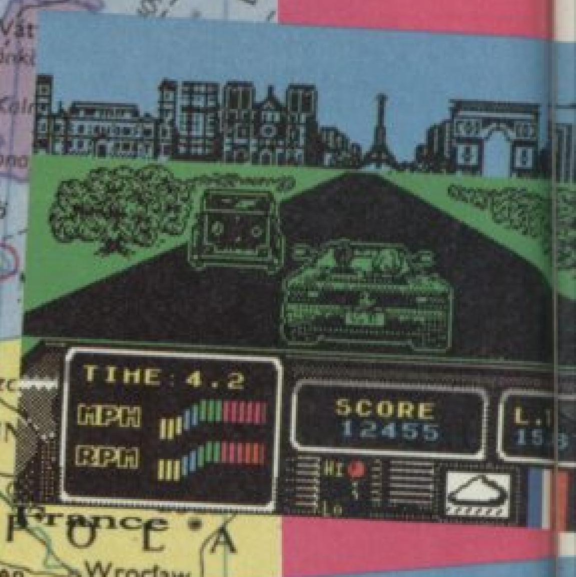
69° verdict



Tromsø
Narvik
Husavik
Akureyri
Føroyar (Den.)
Shetland Is.
Orkney Is.
Hebrides
Kristiansund
Bergen
Lillehammer
Oslo
Drammen
Stavanger
Inverness
Aberdeen
Glasgow
Dundee
Edinburgh
SCOTLAND
Leith - G. 508 K. 618
NORTH SEA
Skagerrak
Göteborg
Ålborg
Kattegat
DENMARK
Århus
KØBENHAVN
Malmö
Karlskrona
Esbjerg
Newcastle
London - Oslo 650
Harwich - Esbjerg 365
Flensburg
Kiel
Rostock
Leeds
York
Hull
Manchester
Liverpool
Sheffield
WALES
Birmingham
ENGLAND
Norwich
Amsterdam
's-Gravenhage
Rotterdam
NETHERLANDS
Groningen
Hamburg
Bremen
Elbe
Hannover
BERLIN
Cardiff
Bristol
LONDON
Southampton
Portsmouth
Dover
Oostende
Antwerpen
English Channel
Calais
BELGIUM
BRUSSEL
Lille
Le Havre
Rouen
GERMANY
Dortmund
Essen
Köln
Bonn
Karl-Marx-Stadt
Leipzig
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Magdeburg
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Wiesbaden
Frankfurt
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Basel
Zürich
Bern
SWITZERLAND
AUSTRIA
Innsbruck
Graz
Limoges
Clermont-Ferrand
Genève
Périgueux
St. Étienne
Lyon
Grenoble
Milano
Trento
Brescia
Trieste
Rijeka
Torino
Venézia
Génova
Bologna
Ravenna
San Marino
Toulouse
Montpellier
Avignon
Monaco
Nice
La Spezia
Firenze
Livorno
Ancona
Split
ITALY
ADRIATIC
Perpignan
Andorra
Sète
Marseille
Toulon
Corse
Ajaccio
Zaragoza
Barcelona
ROMA
Tevere
Valencia
Islas Baleares
Menorca
Mallorca
Palma
Ibiza
Sardegna
Sassari
Nápoli
Gib. - Génova 837
MEDITERRANEAN
Tyrrhenian Sea
Cagliari
Palermo
Messina
Sicilia
Catania
Gib. - B. Sa'id 1906
Alger
Blida
Skikda
Annaba
Binzert
Tunis
Constantine
TUNISIA
ALGERIA
Pantelleria (Ital.)
Sousse
Malta
Nápoli - B. Sa'id
Marseille - B. Sa'id



TIME 4.2
SCORE 8520
L.T 13.7
MPH
RPM
HI
LO
England



TIME 4.2
SCORE 12455
MPH
RPM
HI
LO
France



TIME 22.7
SCORE 154465
L.T 12.2
MPH
RPM
HI
LO
Italy



TIME 55.6
SCORE 228769
L.T 10.7
MPH
RPM
HI
LO
Switzerland



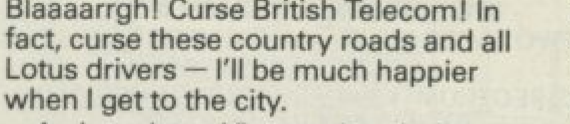
OutRun Europa's about to rev its way onto Speccys around the globe, so we plonked *Duncan MacDonald* into a Reliant Robin and sent him over to Probe to have a quick pre-release gander at it!

The conversion of the arcade classic *OutRun* was a bit of a disappointment for Spec-chums, as you probably know — the problem being that the programmers actually tried too hard to be faithful to the original coin-op. Four hundred trillion sprites the size of Mount Everest was a nice idea in theory, but in practice even the renowned processing speed of the rubber beermat couldn't cope — leaving the gameplay wallowing in sticky mud. The race crawled along at the speed of Ayers Rock (that's not particularly quickly) making the 32,000 multi-loads a tiresome chore rather than a brief resting period between levels. So what of *OutRun Europa*, the follow-up? Have the programmers learnt their lesson? The answer is a resounding 'yes indeedy' by cracko, so read on to see how well they've done.

Drive On

In *OutRun Europa* you're at the wheel of a convertible Ferrari Testrossa (like you were in the original *OutRun*) and you've still got the tasty 'chick' in the passenger seat, praise the Lord. *(That's nuff of that! Ed)* You've got a lot of driving in front of you though, namely from here in good old Blighty all the way to West Germany, taking in the 'delights' of France, Italy and Switzerland en route. Each of the five countries is split into three different stages; rural, suburban and urban, so in essence we're talking 15 rip-roaring, hard driving levels! Yahooo!

Hacking along England's country lanes at hundreds of miles an hour, you pass hedges, trees and telephone boxes. Up hill, down dale, as the road



scrolls inexorably towards you — oh dear, what's that up ahead? Looks a bit like another 'motor', a Lotus if I'm not mistaken — a nifty bit of overtaking's in order here, I'll be bound. Blimey, he's moving over. Crikey, I can't get through. Quick, over to the other side of the road. Yikes — a telephone box! Blaaaarrgh! Curse British Telecom! In fact, curse these country roads and all Lotus drivers — I'll be much happier when I get to the city.

An hour later. Yippee, there's the Post Office Tower — and there's a London bus. Yahoo, there's a taxi-cab, I'll carve him up. The infidel. Inhale my exhaust fumes, cabbie. Ho ho ho.

From the city it's back into the country again, aiming for the English Channel and, ultimately, the continent (after crossing the Channel 'Bridge' — which the programmers plumped for instead of a tunnel in the interests of in-game speed).

France, aaaah. Ooh la la, the weather over here's a bit naff (yes, there are actually climatic changes in this game) and the rain's coming down in buckets. Oh look a couple of 2CV's. No mirror/indicate/manoeuvre malarkey in this country — just steam past with all the stops pulled out, that's the only kind of driving they understand. Yikes, slippy road 'cos of the rain. I forgot. Blammo!! My apologies, monsieur 'Johnny Onion'!

When In Rome...

Drive through Paris, head South East (the weather improves in these parts) and you hit Italy. Bang. Oh dear, the drivers here are even more mental than they are in France, and there are some mean cars to go up against, like other Ferraris and Lamborghinis. They try and barge you off the road, and to make matters worse the weather closes in again. Still, go for broke, eh? Wheeee! Yes, yes, yes! Yes, yes, yes! Bang! Drat!

Having negotiated the torturous twists and turns of the Italian landscape, it's time to head north



through Switzerland where it's not only snowing and very slippery, but for the most part you're driving on mountain roads with a sheer drop on one side. Yikes. Anyway, should you make it through unscathed you'll find yourself on the final leg — a high speed romp on a German autobahn. You're badgered by BMW's and Porsches, the weather's got better again but now you've got to get to Berlin, where the race ends. Good luck chum, you're going to need it!

The steering of the car has been programmed beautifully. You can oversteer, understeer and even pull yourself out of a potential skid by yanking the steering wheel (sorry, joystick) from one side to the other. Oh, and another nice touch is that after you've finished a country a passport pops up on screen and you get a stamp in it (a passport stamp, not a 19p postage stamp you clot).

Yes, it has to be said, *OutRun Europa* looks like it's going to be the definitive motor-car racing game. With brilliantly detailed scrolling backdrops, beautiful road-side graphics, changing weather and cars that are 'intelligent' ('cos the Speccy remembers where they are — even if they're behind you), the successor to *OutRun* looks like it's going to be everything (and more) that *OutRun* should have been — that's, erm, oh dear, I can't think of a good enough superlative. Hang on, I'll just have a look at the back of a Code Masters cassette inlay. Ah yes, that'll do. *OutRun Europa* is going to be amazingly brilliant. Boing.

Fax Box

Game	*OutRun Europa*
Publisher	US Gold
Price	£8.99

A CLOTS GUIDE TO HOW AND WHY

Why Is The Animation So Good In *OutRun Europa?*

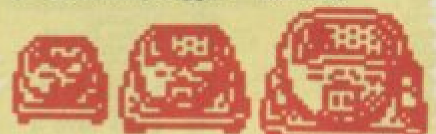
Animation with a pseudo 3-D effect relies on things in the distance being small and things close up being big. These are two 'frames' of animation — near and far. Here's an *OutRun Europa* Beetle in the distance.



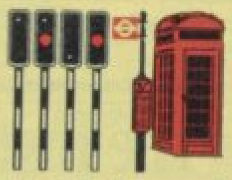
If you put your foot down to catch the rogue VW up you wouldn't expect it to suddenly look like this, would you.



Unless of course you closed your eyes for a couple of seconds, but that's not the kind of driving that's likely to get you through a driving test, is it now? In fact closing your eyes while driving at speed is downright dangerous. DON'T DO IT. Anyway, with open eyes you'd expect the beetle to get gradually bigger — like this.



Much more lifelike, n'est ce pas? The same thing applies to bus stops, telephone boxes and, well, everything really.



All the objects in the game have twelve frames of animation, which is why everything scrolls smoothly towards you!

If There's So Much In The Game How Come It's Not Slow Like *OutRun?*

Because programmers Probe learnt from the mistakes made on *OutRun*. Also, because this is an original game (not a conversion) Probe were able to do pretty much what was needed to make the game really playable, rather than just attempt to mimic a coin-op which couldn't be mimicked. One 'time-saving' move was to drop the fork in the road at the end of levels — this apparently used up loads and loads (and loads) of memory space and added nothing much to the enjoyment of the game. *OutRun* updated its screens at something like four frames per second, while *Europa* manages ten (more than twice as fast) — even with sprites as big as this to deal with:



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HINTS 'N' TIPS

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Who's that geezer over there? Why, it's the new slimline* Philip Snout, *slurping a sugar free drink and chomping a rice cake. Any tips, old mate?

You betcha! Hey, chill out, hotshots... Let's rap. What's goin' down, bro? I tell you what's going down... TIPS! That's what's goin' down!

So what are we waiting for? Let's bring 'em on.

But first, a word from our sponsors.

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Okay, enough gags, on wiv the tips.

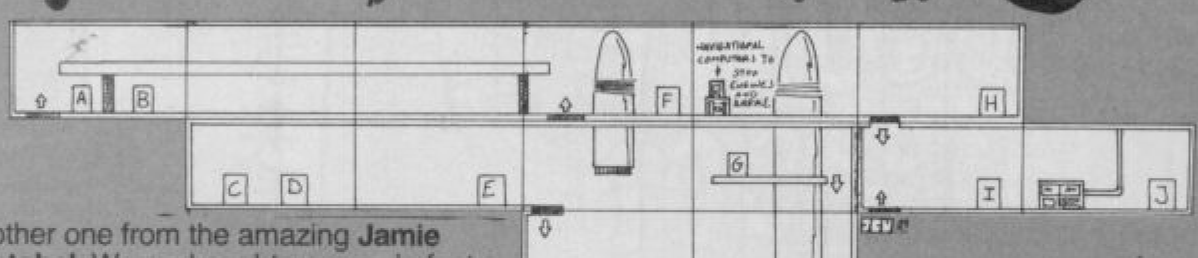
Spitting Image

Khhhch... ptui! Yep, it's *Spitting Image*, your favourite show. Everyone's favourite politicians get the political poop booted out of them by other well known figures. Isn't this the shape of political commentary to come? I dunno, burrit sounds good. The game's not so bad either, being a sort of beat 'em up with knobs on. Now **Craig Smith,** who is a sort of Phil Snout with knobs on, has further details for your diary.

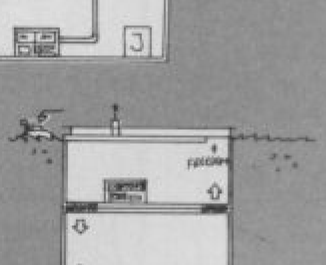
"● **Try to get your opponent into a corner on the right hand side of the screen and then hit, hit, hit repeatedly with body blows until their energy goes down. While you're beating them up, get**

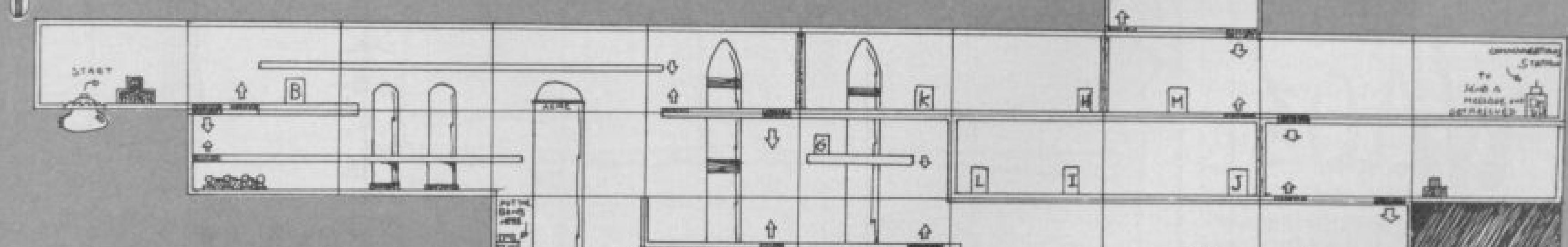


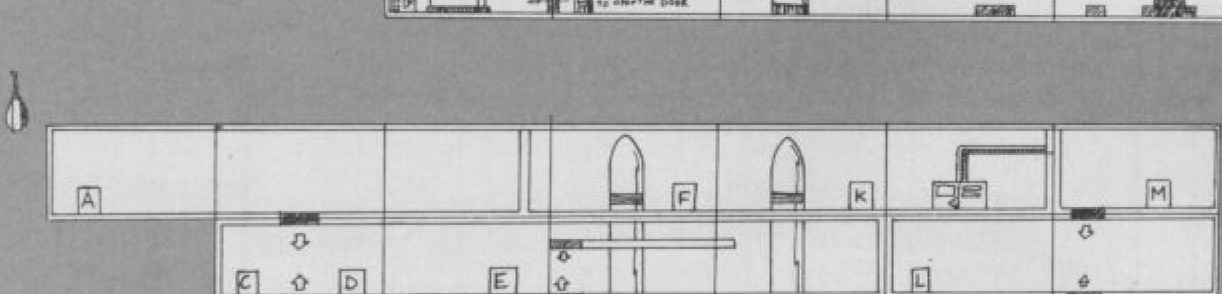
Navy Moves



Another one from the amazing **Jamie Cristobel.** Worra draughtsman... in fact shut the door, there's a real draught in here... BLAM! Thass better. So here's the new Dinamic *Navy Moves* in all its monochromatic glory.







your sidekick to throw their bottles, and condoms.

• Sidekicks only ever enter from the left hand side, so your opponent has to be on the right before they can be hit.

• To attack opponents it's best to use body blows, but to run away use a backward or forward jump. Believe it or not, Ronnie tends to be the best champion, as he can attack from a greater distance with his long necked headbutt.

• Special moves take away quite a lot of your opponents energy, but they're slow and you have to get fairly close. Remember that after you've discredited a few leaders, then the others speed up by about a zillion times."

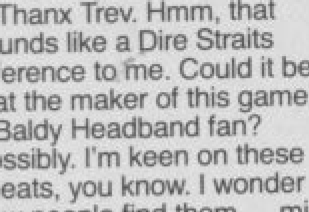
Hmm, thanx Craig. And wipe that gob off your face, it's disgusting.



A quickie for a cheapie. *Raw Recruit* is quite hard (fnar) so thanx to **Trev Humanoid Lake** for this.

"**• If you are finding *Raw Recruit* by Mastertronic quite hard (fnar) you can enter MONEY FOR NOTHING (including the spaces) then follow the instructions to play whatever you like."**

Thanx Trev. Hmm, that sounds like a Dire Straits reference to me. Could it be that the maker of this game is a Baldy Headband fan? Possibly. I'm keen on these cheats, you know. I wonder how people find them... mind you I suppose if you had a monitor program, or disassembler of some kind, you could search through the code to see which letters the program was looking out for? Hmmmmmmmm... tip, tap, rustle...



Look here, I've got this letter from a bloke called **Allan Walsh,** who got his maps 'n' stuff printed in a recent issue. It seems I spelt his name wrong, so here I am telling you. It wasn't **Allen Walsh,** it was **Allan Walsh.** Got that? You know, that bloke called Walsh at your school... yeah, the one with the... and the big... yeah, you know the one. (Hem hem.)

A positive manure pile of tips for this one, and a good job too. This was one mean and moody game, and I'm surprised it's taken this long to get people's collective dander up, (honk). So thanx indeed to **Joseph Roberts, Peter 'Tyne And Wear Tipster' Nuttall, Paul Gillibrand, Conor Watson, Chris Lloyd** and **Pete Mack** for their brillo-skillo contributions. So let us now enter the realm of the *Double Dragon.*

"• To get down high drops, don't just drop or you'll be splattered all over the pavement. Jump and you'll land without being hurt.

• If you have a whip you can hit people directly behind you. In one swing you can hit the person in front AND behind.

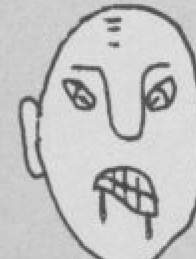
• The best moves are headbutts and flying kicks. With these moves you can knock an enemy over in one hit.

• When fighting the big men, watch out because they can hit you when you're not directly in front of them.

• When you knock a big man over, stand still and keep on punching, this way he won't be able to hit you and he'll die quickly.

• On mission five, stay on the edge of the walkway to avoid the statues with the spears.

• Abobo: These are real nasty. If they are a bit further up or down the screen from you, they can still punch you. To get them, keep doing flying kicks and pressing up or down. When you get them down you know you're on the same pixel row as them, keep kicking.



• Black Abobo: Same as for Abobo.



• Lopar/Williams: Kick or elbow them. If they do flying kicks then flying kick them back. They always have bats or barrels, and on later levels, knives. And watch out 'cos they're handy with any weapon lying around.



• Willie: Man with machine gun. Keep as far away from him as you can, or he'll shoot you. Keep hitting him and stay close to the men with him, so he doesn't get a chance to use it!



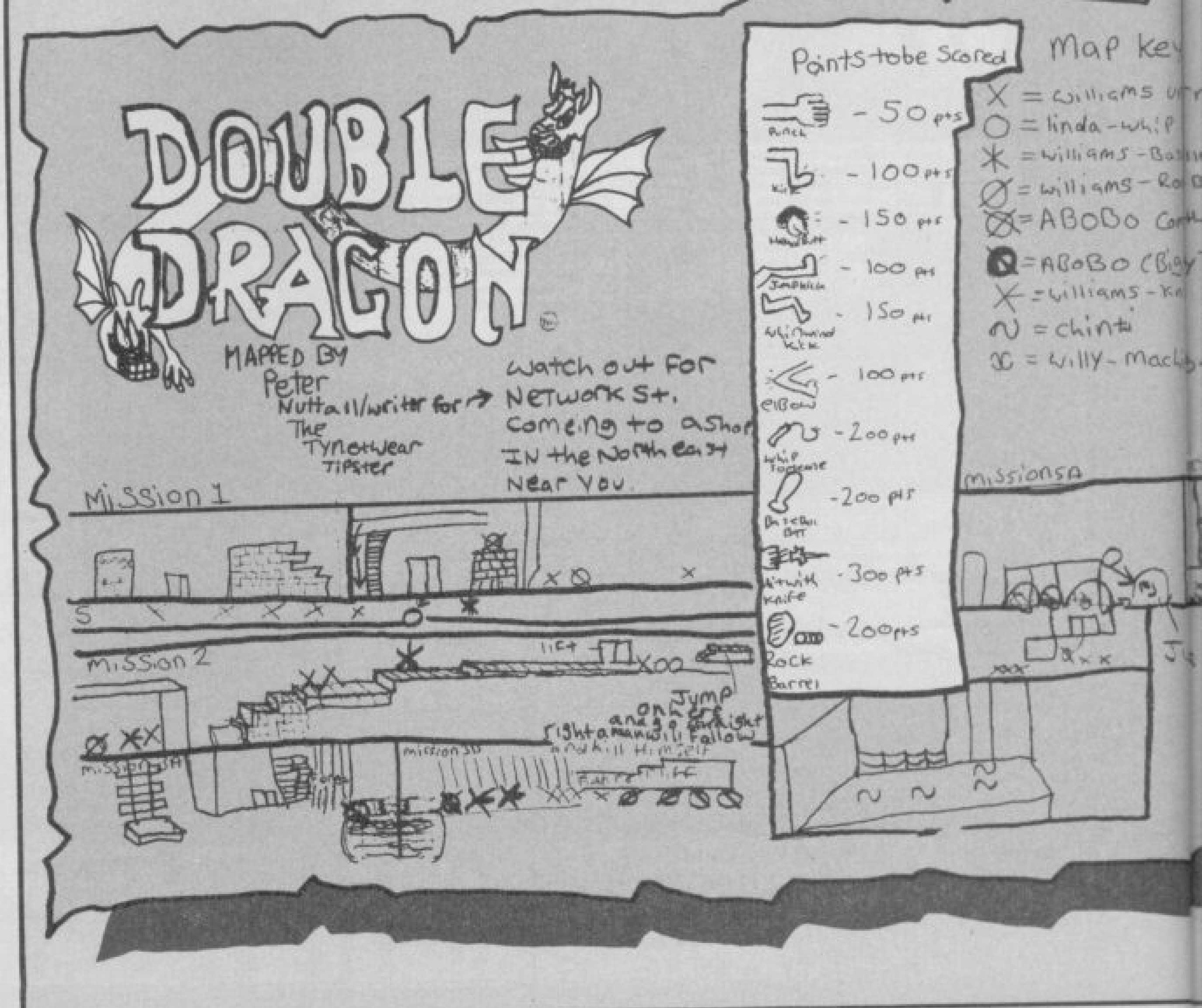
• Linda: Kick her, and grab her whip. But don't let her get behind you or she'll punch you in the back.



• Chintai: Same as Lopar. Except he always has a bat or knife. Very good at barrels.



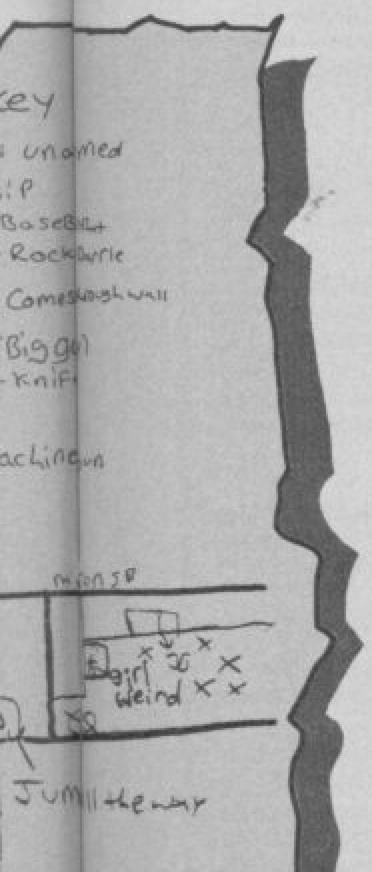
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lots of y[...]r
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kick.
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kick.
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r Movs
cks: Good. Take away
of yor enemies energy.
lbow:Good. Same as
.
nch:Good. Same as
.
ir Gro Kick: Really
d. Takes loadsa energy.
eadbut: Not very good.
ying Kick: Not very good.
hirlwid Kick: Not very
d.

pons
ock: Not good 'cos you
e to be miles away to
w it.
rrel: See rock.
rowin Dagger: Good,
hard t position.
hip: Gay, but not as
d as the baseball bat.
aseba Bat: Very good.
don't se it too much.

plete Solution
l One
eep going right, beating
he Lopar/Williams/
tai's until you reach the
ng doors. Stay right next
em, and as soon as they
ch or kick Linda down,
her whip and quickly
her to death. *(Youch! Ed)*
e you've done that, move
le bit to the right and left
wait for the Lopar with
bat to come at you. Kick,
ulder throw and whip him
eath. Then climb up to
adder next to the sliding
rs. Walk along the
form until you see Abobo



crashing through the wall. Jump down next to him (remember to jump or you'll land face first) and elbow or kick him to death as these are the most effective moves on him. After this go right and beat up the Chintai (try to get his knife) and finally the last Abobo.

Level Two

• Beat up everyone, keep going right and pick up and use any baseball bats you can get until you reach the sliding doors. Remember not to bash your head on the way up to these. Stand next to the wall before jumping over it. If you have a bat when you reach these doors, then bash Lopar and both the Lindas as soon as they come out of the doors.

If you don't have a bat, jump-kick them all down then elbow them to death. If you like more elaborate deaths, go up to the ledge near the sliding doors, jump down just next to escalator. The Lopar will try to follow you and land on the escalator… spplllaatttt!

Level Three (a)

• Beat up the first four men, grabbing a bat if you want to, and waste the Linda coming out of the sliding doors. Grab her whip if you fancy, but make sure you aren't carrying anything first. Two dead men later you will be attacked by two Williams with knives. Stick really close to them so they can't throw their knives, and kick them to death. Once they are dead, grab a knife and hurl it at Chintai on the next screen. He will drop his knife, so stay close to him and kick him to death so he can't pick it up again. Then grab his knife and fling it at the final Abobo on the last screen. You will only need to kick him down twice to finish this level.

Level Three (b)

• Quickly jump over the Chintai and Lopar at the start of this level. They will follow you, forgetting to use their knives. Elbow them both to death, grab a knife and chuck it at the Abobo. Then finish him off with kicks, or go to the end of the bridge (being careful not to fall in the river). It's easy from here. Pulverise the next four weaponless opponents, and then you'll meet a Williams with a barrel. Don't go too far away from him, or he'll bung it at you. Kill him using kicks and shoulder throws and don't let him pick it up again. Once you've done this, repeat the

TIP O' THE MONTH

Double Dragon

process for the next Williams with barrel. In the last screen there are two Abobos. Beware — one will go higher than you, and the other lower, and they'll both punch you while you can't reach them. You can flying kick them over, one at a time, although this is time consuming, taking 17 flying kicks to kill EACH ONE! Lure one of them to be level with the other by moving up and down. Once you've done this elbow them both to death. Finished.

Level Four

• You'll find yourself on top of a cliff. Walk off it and do a flying kick on the way down to land safely. Always be careful not to just fall off the bridge. Beat up both the Lopars on the bridge, and keep going right until two Chintais fall from nowhere, both with knives. Remember to keep really close to them to stop them knifing you. They'll both walk together, so flying kick them both together. Once you've done that… STOP! Go too far to the right and you'll fall off the edge of the bridge and plunge into hell. Going up the ladder's a wiser path. As soon as you see the two Lopars and two Chintais, go to them 'cos one of the Lopars is very good at long range barrel throwing. They come at you crammed in a pack, so it's very easy to floor them all with a few kicks. Once they're all dead, the final screen holds two Williams and an Abobo. Just wait until they're all in a line, and flying kick them all over, and finish them with kicks and elbows.

Level Five (a)

• As soon as you start this level, there's a Lopar behind you. Quickly elbow his head in, and let the Chintai and the other Lopar come to you. As soon as they come near you, flying kick them over, then elbow them to death. Now things get tricky. Three bars of rock swing out of the wall at you. The best way to get past this bit is to take a runner at it, jump over the first bar and, always jumping, you should get past the other two bars. Or you can try carefully jumping over each bar, stopping perfectly between each bar, but this is dead hard, (funarr). Once you've cleared the bars, keep on jumping and you should clear the spike the statue starts moving. If you're too slow, do a jump just underneath it and your head should just miss the spike. Repeat for next spike, and you should be confronted by two Williams with knives. Keep close to them as before, but beware — if you try to dodge a knife one bungs at you, you may fall into the moat below you. Kill them with kicks, and do the same for the final Chintai with the knife. Now go get that girl of yours!

Level Five (b)

• At the start of this level there will be two Abobos. Flying kick the first one over, then let the other one come at you, then elbow them both to death. There are no weapons on this level so it's solid fighting. Go along after the two Abobos, being careful not to fall in the moat. On the next screen, you will have to beat up a Williams and a Chintai. The final screen holds Willy, (honk). He's the mean bloke who stole your blonde in the first place. He's protected by a Lopar, two Chintais and an Abobo. They all walk in a pack, stray too far from it and you'll be shot or pushed over by Willy's gun. Use the extra time you get at the start of the level wisely here and try to take out the Chintais first with flying kicks. Once they die, two more come in. Let them join the pack and it should be easy enough to kick or elbow the whole bunch of them down until Willy eventually dies. Once he does, go and enjoy a slobbery kiss with your girlfriend. The final message is MAY YOU LIVE HAPPILY EVER AFTER. Ahhh, innat nice?"

Many thanx to all of you who contributed to this amazing tipoid. Badges all round I think. *(Of course the badges are round. Don't be ridiculous. Ed)*

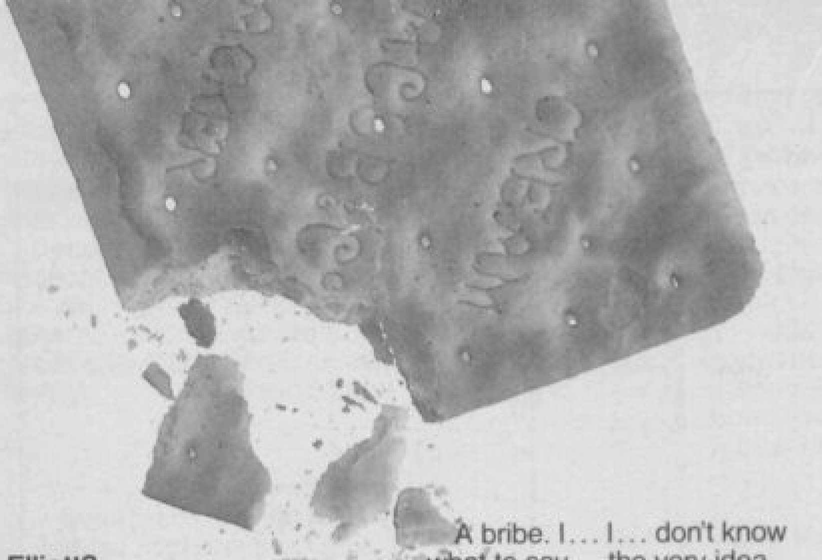
Xenon

Now there's a funny thing... who would have thought you'd be seeing *Xenon* on the Spectrum? They said it couldn't be done. They said it was too complex and sophsist... soffist... tricky. Who are they anyway? It was done, and done well. And now **Mark Dow** has done it. But it seems to me he had a little help...

"● I have found a cheat mode in *Xenon*. Start the game as usual and then press BREAK to pause. Hold down the keys TINY, and then press Fire. (Tiny Williams wrote the game. Geddit?) Hey presto, you'll have an infinite ship, and a message will appear to tell you it's worked."

Coo, wotta beezer geezer you are, Mark to be sure. Did you know, Xenon is inert? *(Who are you calling a nert? Xenon)* Anyroad, thanx Mark. Badge in the post. Next!

1943



Crunch! Hello, there's something in this envelope. Eur! It's a crushed cream cracker. All the crumbs have shot into my socks... what's the meaning of this, **James Elliott?**

"● I have a sneaky tip for *1943*. All you do is put it on a two player game, and stay behind player two, and then blast away at the baddies. I have enclosed a bribe. Please print this letter."

A bribe. I... I... don't know what to say... the very idea that I would... crunch... eat a thing that's been in the post... crunch. Yes, that's a point though. I'm on a diet now, so no choccy bars or hob-nobs in the post, cos I can't eat them, okay? (*I can! Ed*) NEXT!

DR. BERKMANN'S CLINIC

More expert help for the games-afflicted.

FIRELORD

A poor sausage was **Tim Johnson,** who wrote a couple of months back about this Hewson oldie asking, "How to get Princess Eleanor, the white and the yellow knights, the hermit and the white dragon. Also how do you gain access to the rose, sword and shield, crossbow and candlestick?" He was clearly struggling – in fact, it looks as though he had done well even to load the thing up. But **Nigel A Taylor** is a kind-hearted soul, and here's his reply...

"To find Princess Eleanor, first find the Green Gatehouse. When you find her you will also find the rose. On your way there, pop into the merchant and drop off any charms you may have found."

"The white knight is next door to the East Wick of Lower Torroford." (Problems with writing there – at least I think that's what it says!) "Go through the portcullis and he'll be there with his sword and shield at the ready."

"The yellow knight is near the West Wick of Upper Bedgedden and has the crossbow handy. The white farmer who lives nearby has the candlestick."

"To find the white dragon, be prepared to die at the orb and travel past the east Wick of Lower Bedgedden." Nigel continues: "If Tim wants a complete solution and map, get him to send me a large sae and I'll oblige. I also have maps for *Nonterraqueous* and its sequel *Soul Of A Robot*, plus the solution to *The Fourth Protocol*." Hope you know what you're letting yourself in for, Nigel! Here's his address, tipsters, 31 Meiklefield Road, Dingwell, Ross-shire IV15 9TA. Remember to send him a large sae if you want a reply!

CONTACT SAM CRUISE

Doing the goods on this crinkly old thing from Microsphere is **Gareth Hughes,** who has some tips for poor benighted **Tom Ireland.** Tom didn't know what to do when he reached the top floor of the Hotel Royale, but luckily Gareth does...

"Go to the top floor of the Hotel Royale (yes yes we know that bit). Go to the extreme left and discover the body. Answer phone. Hang up, go left, right and press F to pull fuse. Go out, go to top floor (roof) of the cop shop. Go left onto building #(space), find key on second floor, go to third floor and pull fuse. Go out, go to right to building #15 and you will be knocked out. Ignore this. Search building – you should find a key. Go to stairs left to #19, go to roof and go down fire escape, but not all the way: you should see a fat man with a chain. Wait until he comes towards you and walk off the end. If you knock him out go left until you find a key. If you don't, try again. Go to building #27 and go up to roof, climb over to police station roof and fall over the side onto building #(space). Then go out. Don't get close to the police station because there's a gangster there. Go left to building #74, knock on the door, go up and get caught by a gangster, he should drop you off a building. Quickly get up on your feet and go to the top floor of #74. Go right, and there you should find a grappling hook. The rest is up to you."

Clearly. Well, Tim, I hope you understand that, 'cos I don't. Where it says '#(space)' is where I presume Gareth meant to put in the number after he'd written the letter but either forgot or couldn't find out which building it was. But thanks to him for those tips and if anyone can help any further, do drop us a line.

THE GREAT ESCAPE

Right-well at least **Diddy David Aitken** (who, now I've written that, is probably about 8 feet tall) has put one little matter to rest, viz. what to do with the pen and paper in *The Great Escape* – as publicly wondered by **Mark Hodgkins** a while back. Answer? Nothing. You can't pick them up and you don't need them! I for one will sleep better at nights for learning that information, and I bet Mark will too. Ta, Dave (and thanks for your help on *Sam Cruise* too).

GOOD EGG

Edwina Currie aside, there's one sort of Oeuf that comes entirely salmonella-free: a *YS* Dr B's Clinic Bon Oeuf. **Chris Delahunty** actually volunteered for this thankless task back in ish 37, but now he's written to me with a full list of the games he can help on. So if you're stuck on any of these, send an sae to him at 44 St Johns way, Thetford, Norfolk IP24 3NW, and he'll help you out. Here goes...

Super Stunt Man, Stormbringer 128 (up to 74%), *Ghostbusters, ATV Simulator, Frank Bruno's Boxing, Dark Star, Dustin, Moley Christmas, Shard Of Inovar, Rigel's Revenge, Play It Again Sam* (Mastertronic), *The Cup, Mutant, Millionaire, Gunship, Platoon* (parts 1, 2 and 3), *Energy Warrior, Star Raiders 2, Cybernoid, Samurai warrior, Armageddon Man, Frankie Goes To Hollywood, Beyond The Ice Palace, Match Day 2, Combat School, Renegade, Target Renegade, 720°, Bionic Commando, Trap Door, Dark Side, Deviants* and *Head Over Heels* (except Blacktooth).

Phew, Chris, you'll be putting me out of business at this rate. Remember, clinicians – no sae, no comment.

WIZBALL

A very interesting letter from **Shirley Hamilton,** one of my many female readers (hem hem), who's had some awful probs with the *Wizball* hack in Smash Tips. Let her tell you herself:

"When the *Wizball* poke was first listed, I typed it, saved it, checked it, corrected two items, saved it and ran it. The program itself is okay, i.e. no horrid messages after five secs. But I played the game tape from the start – and it locked solidly."

"When *Smash Tips* came along, I had another go or five at *Wizball* – which is said to be Speedlock 2. I am exhausted. I typed it, saved it, checked it, and ran it. No nasty messages, so in goes the *Wizball* tape – and it locks up again. Please, does anyone out there have a *workable* infinite lives hack for *Wizball*? (No wonder *Gauntlet* and *Auf Wiedersehen Monty* are popular – one can actually play the games without the inbuilt hack.)"

A damsel very much in distress. Any white knights?

HAYLP 1: DAVID JONES DEPT.

Yes, those Magic Knight games are so popular (and so %$&£ing difficult) that we're giving them an entire haylp! section to themselves this month. Can you help with any of these?

STORMBRINGER

"How do you cast Dimension Merge and Melt Granite?" **Jason Yip.**

KNIGHT TYME

"I can't get past that barrier on Retreat, it just says I need more spell power when I try the Remove Barrier spell." **Christopher D.**

"Where is the magic talisman?" **Antonio Gould.**

"Any POKEs?" **David McGinn.**

"What do you do with the sundial, and what are the co-ordinates of the Tyme Lords?" **Gary McEwen.**

SPELLBOUND

"How do I repair the lift?" **Christopher D.**

"How do I get past the Gas Room?" **Antonio Gould.**

"Any POKEs?" **M. Staunton.**

"How do you cast Crystallium Spectralis and Release Spell?" **Jason Yip.**

"How do I get over the wall on the fourth floor, help the Banshee's distant cousin, and get the fuse off Lady Rosemary?" **Gary McEwen.**

Badges, as ever, to anyone who can cast light (or even spells) on these knotty gamesnags.

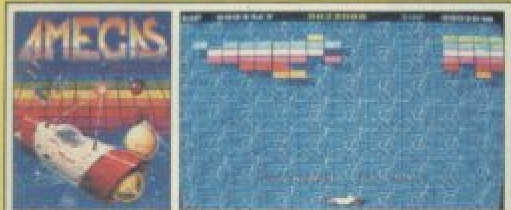
HAYLP 2: THE EXTRA BITS

Yes, get a little extra haylp with the Halifax! *(Eh? Ed)* No time to waste – let's get down to it.

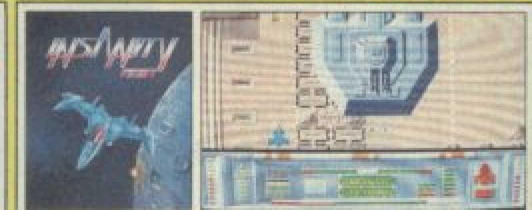
Chris Lloyd ain't only stuck on *Last Ninja 2*. "Nope. I've got probs with *R-Type* too. How do you pass the snake thing on Level 2?" **Richard Parkin,** meanwhile, is glued up on *Finders Keepers* (like many a Clinician in the past, Ricky): "How do you get to the gold door, 'cos I just can't find a route to it?"

Remember, anything printed wins a badge, and the best complete solution I receive each month wins three corky new games! Write with your snags and solutions to Dr B's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. See you next month!

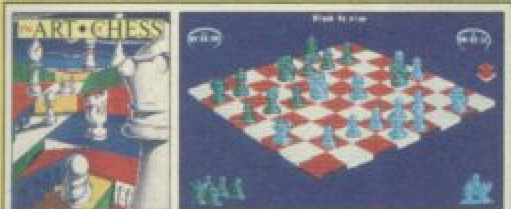
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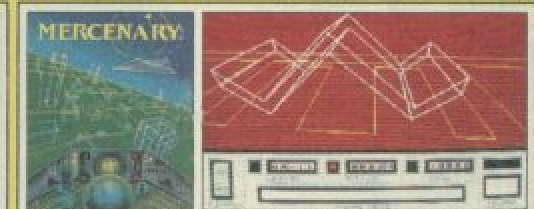
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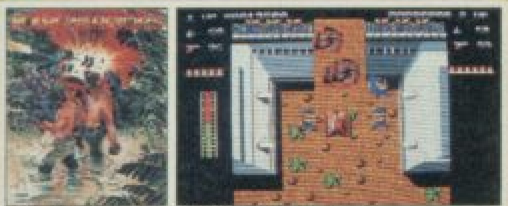
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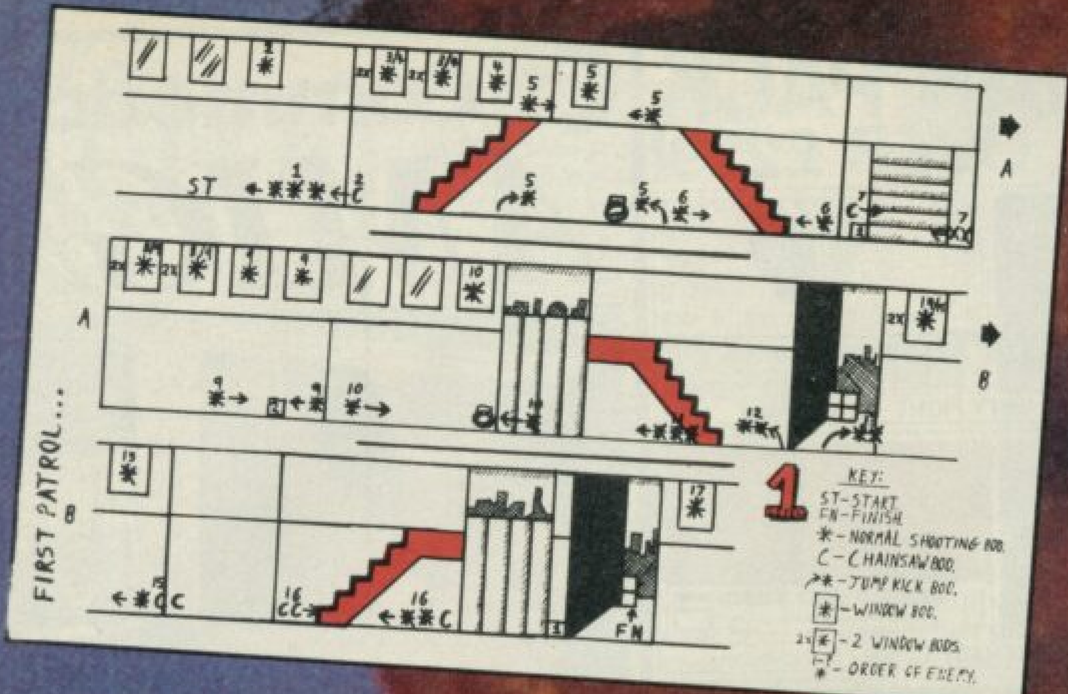
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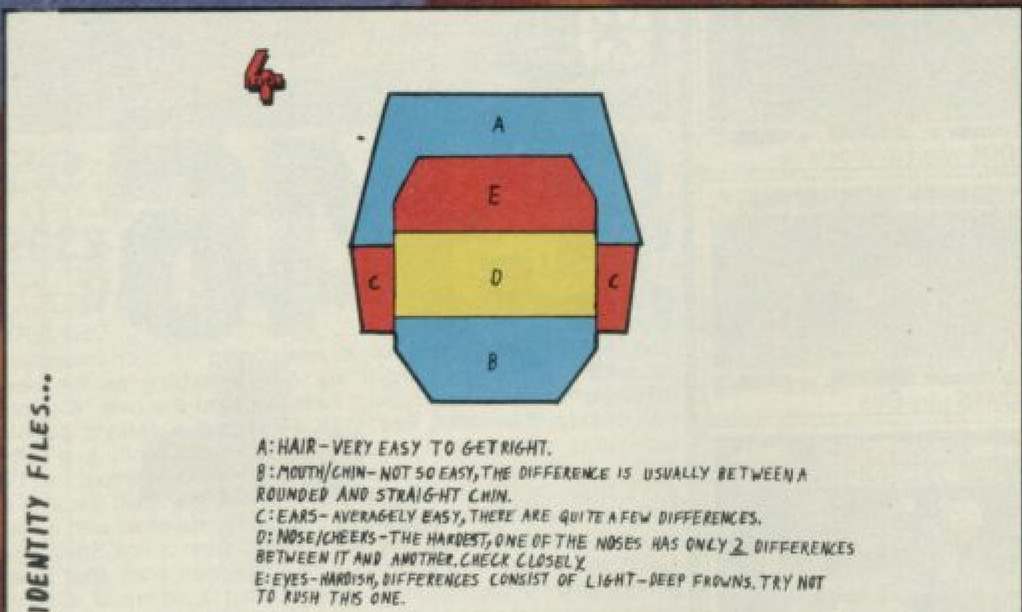
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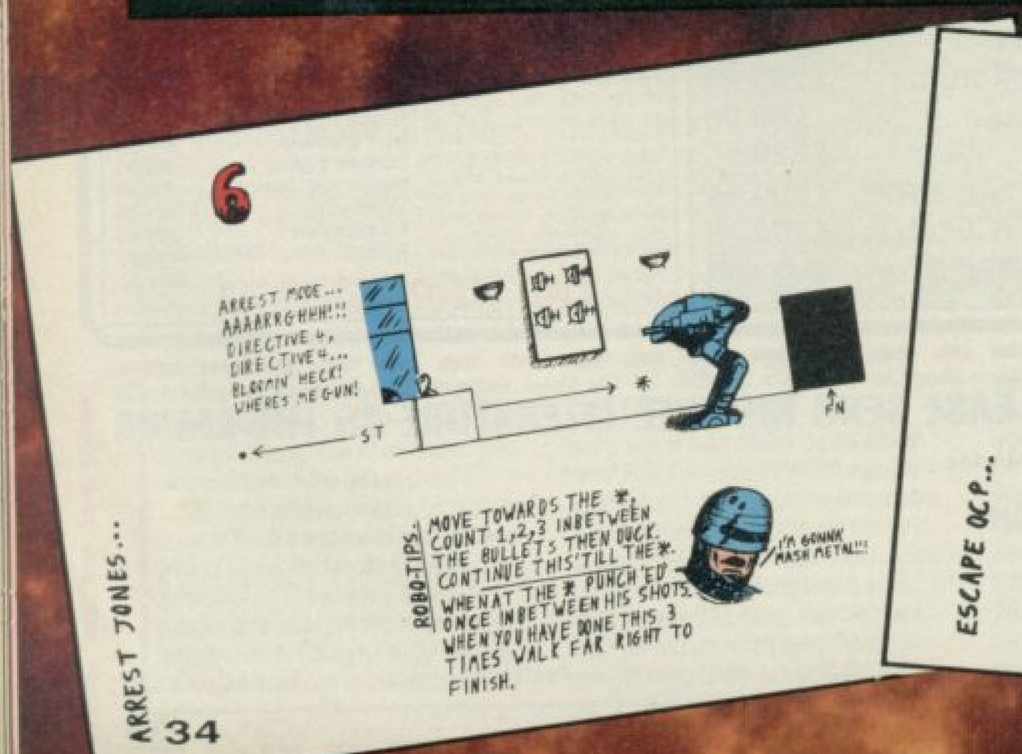


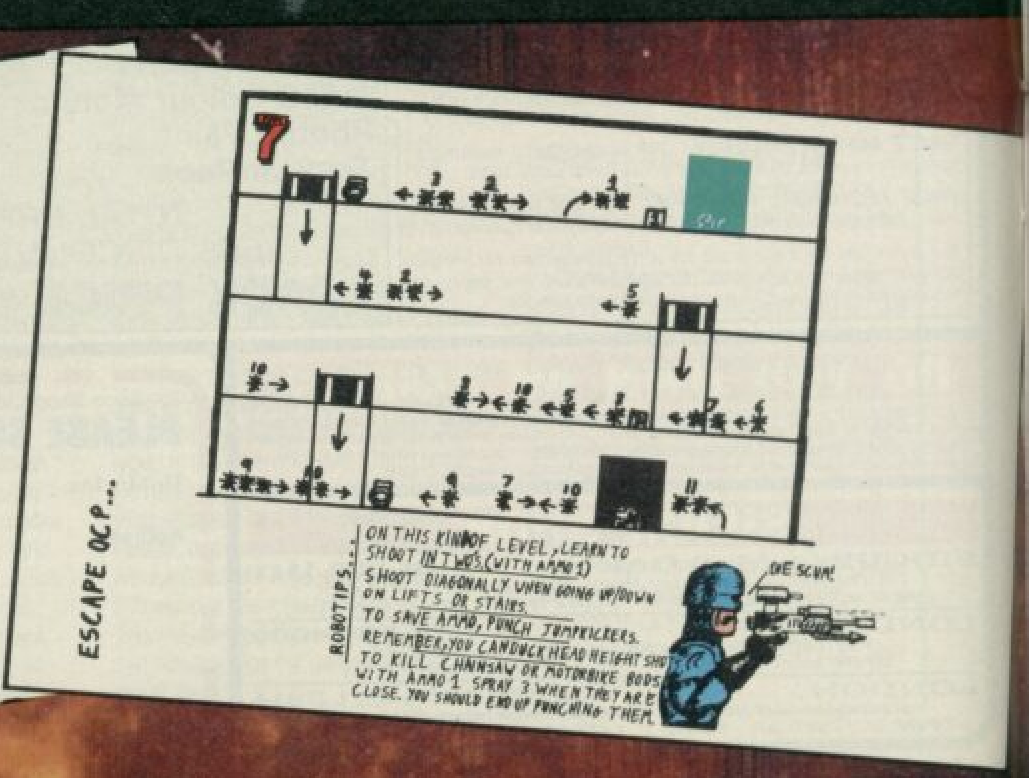


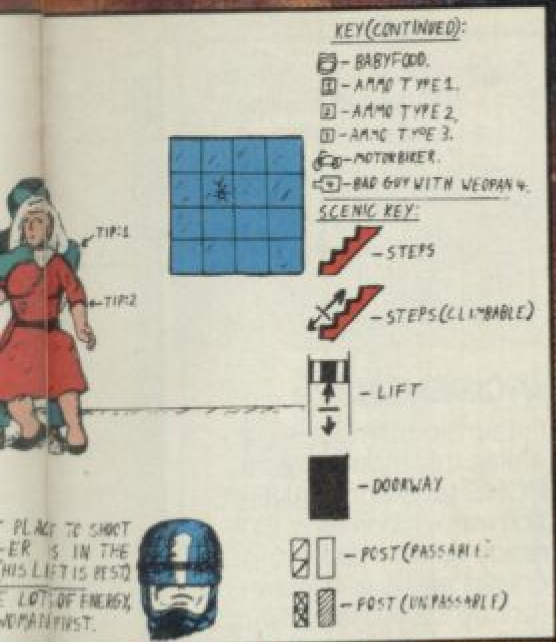
ENEMY:	AM:1	AM:2	AM:3
NORMAL BOD	2	1	2
JUMPKICK BOD	2	1	2
CHAINSAW BOD	6	2–3	3
MOTORBIKE BOD	6	—	–
BIG GUN(AM:4)BOD	6	—	–
WINDOW BOD	2	1	2
ED 209 (LEV:6)	—	—	–
ED 209 (LEV:8)	8	—	–
MUGGER (LEV:2)	10	—	–
DICK JONES (LEV:9)	16(FSH)	—	–

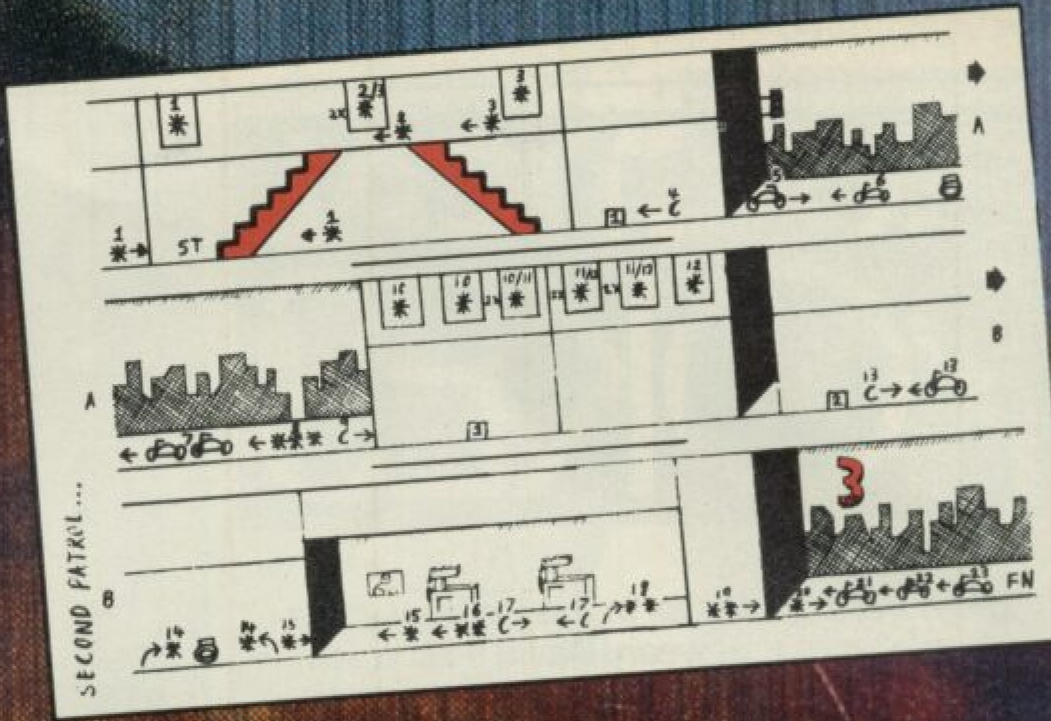
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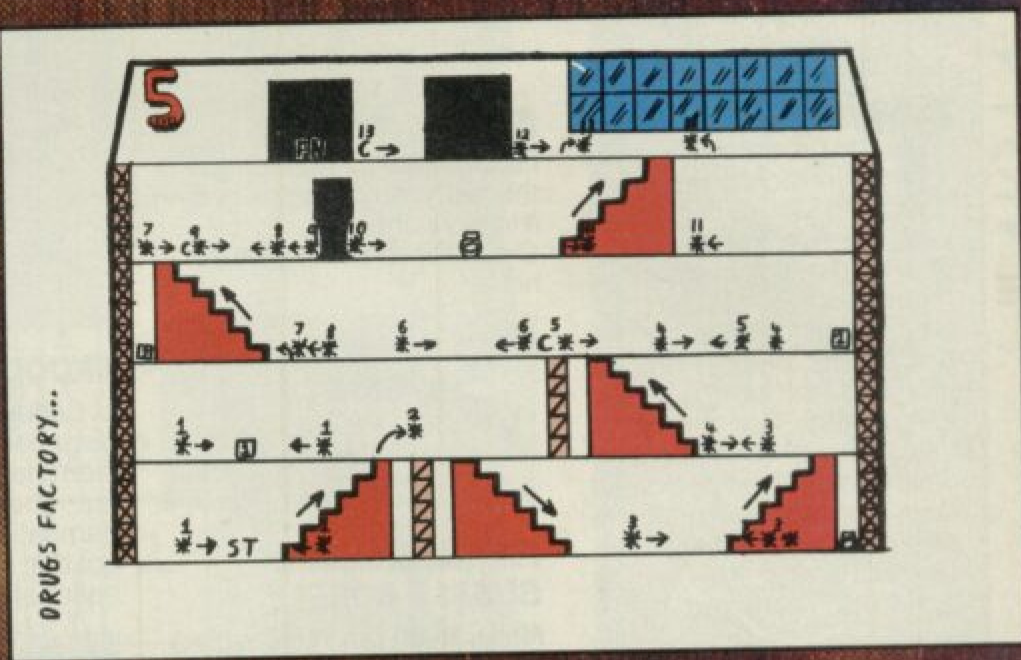




:3	AM:4	PUNCHES
2	1	1
2	1	1
3	2-3	1
—	1-2	1
—	1	2
2	1	—
—	—	3
—	3	10
—	—	—
—	—	—

-ULIE





O C O P

Okay, before you say anything... I know we've already done this. But I enjoy the **Macc Mappers** stuff so much, I thought you'd like the benefit of his multifaceted mad mappery. Take it away, *Robochef*.





PRACTICAL POKES

Fresh from his ordeal in the Combat Zone, battle worn and weary* David 'Fab Wack Macca' McCandless, *presents another package of POKEs. Yaaaargh!

There's a little change to the norm in POKEs this month. Reason? Well it has come to my notice that the amount of people writing in with requests for POKEs has reached apocalyptic proportions. My mail-box is practically throbbing with the damn things. So I, mightily benevolent person that I am, have relented and dedicated quite a lot of space indeed to a few of the aforementioned desired POKEs. Am I kind or am I kind? Thank you.

DAN DARE I & II

Robert Smith had a bit of hassle with both the original and the sequel. He wrote in moaning for a POKE. And if these don't work this time then my name is Theodore Bumblebottom the Second.

```
  10 CLEAR 25999: FOR t=64000 TO
 64046: READ a: POKE t,a: NEXT t
  20 PRINT AT 10,5;"START DAN DA
RE TAPE": RANDOMIZE USR 64000
  40 DATA 221,33,203,92,17,9,3,1
75,214,1,205,86,5,48,241,33,27,2
50,34,133,93,1,17,93,195,17,93,1
75,50,6,170,50,39,183,62,201,50,
94,186,62,201,50,125,173,195,192
,93
```

```
  10 CLEAR : FOR T=23296 TO 2348
5: READ A: POKE T,A: NEXT T
  20 PRINT AT 10,5;"START DAN DA
RE 2 TAPE": POKE 23446,207: POKE
 23450,212: POKE 23453,237: RAND
OMIZE USR 23296
  30 DATA 221,33,203,92,17,199,2
,62,255,55,205,86,5,48,241,33,50
,94,52,35,53,205,6,93,33,33,91,3
4,31,209,195,238,208,221,33,161,
91,33,131,241,6,6,197,221,78,0,2
21,35,6,0,197,229,17,20,89,237,1
76,235,54,201
  40 DATA 205,20,89,225,193,9,19
3,16,229,33,178,254,17,255,255,1
,243,4,237,184,175,40,111,255,50
,254,254,33,176,91,17,116,255,1,
16,0,237,176,33,107,91,34,17,255
,195,244,254,205,110,254,33,110,
254,17,111,254,1,115,0,112,237,1
76,235,54,195
  50 DATA 35,54,132,35,54,91,201
,62,64,50,128,64,33,146,91,34,16
3,64,195,110,64,62,201,50,58,0,1
75,50,118,0,50,5,0,195,64,202,17
,24,14,14,25,21,1,96,54,82,50,17
,14,12,24,97,255,51,16,110,64,11
9,0,16,39,255,31,0,16
```

BATTY

Global misunderstanding with this baby. Any troubles getting it to work, then refer to the *Crash Preventor* elsewhere here.

```
"START BATTY TAPE": LOAD ""CODE :
 POKE 65522,250: FOR T=64000 TO
64012: READ A: POKE T,A: NEXT T:
 RANDOMIZE USR 64753
  20 DATA 62,228,50,51,189,62,2,
50,52,189,195,0,104
```

FLYING SHARK & BUBBLE BOBBLE

Mr. B. Ruch ran into double trouble when he tried POKEs for these two games. They didn't work. So once again here they are...

```
  10 FOR T=45000 TO 45083: READ
A: POKE T,A: NEXT T: PRINT AT 10
,5;"START FLYING SHARK TAPE"
  20 LOAD ""CODE : RANDOMIZE USR
 45000
  30 DATA 195,252,175,50,21,255,
122,254,46,192,62,50,50,84,205,3
3,21,255,34,85,205,62,195,50,58,
91,33,235,175,34,59,91,195,0,91,
50,107,92,33,13,176,17,172
  40 DATA 91,1,15,0,237,176,195,
61,91,49,112,148,62,205,50,84,20
5,33,203,175,34,85,205,195,0,205
,33,0,0,34,14,236,34,191,212,195
,58,156,127,72,72
```

```
  10 FOR T=32768 TO 1E9: READ A
  20 IF A=999 THEN  PRINT AT 10,
4;"START BUBBLE BOBBLE TAPE": PO
KE 32837,90: POKE 32778,90: POKE
 32843,91: POKE 32784,91: LOAD "
"CODE : RUN USR 32830
  21 POKE T,A: NEXT T
  30 DATA 50,21,255,122,254,46,1
92,62,50,50,84,205,33,21,255,34,
85,205,62,195,50,58,0,33,32,128,
34,59,0,195,0,0,50,108,92,33,114
,128,17,0,0,1,0,0,237,176,195,61
,0,128
  40 DATA 223,181,209,177,144,14
1,139,151,206,198,199,200,237,12
3,112,128,62,205,50,84,205,33,0,
128,34,85,205,33,109,128,126,50,
22,128,50,28,128,50,31,128,50,40
,128,50,48,128,35,126,50,42,128,
35,126,50,39,128,195,0,205
  50 DATA 91,9,213,80,195,62,52,
50,95,171,195,188,245,999
```

FREDDY HARDEST

Robert Sullivan wrote in complaining that he couldn't get the *Freddy Hardest* POKES printed eras ago to work. Well, here they are again Robert, and if they don't work this time I'll eat my own toe-nails.

```
  10 CLEAR 45000: FOR T=32768 TO
 32918: READ A: POKE T,A: NEXT T
 : PRINT AT 10,2;"START FREDDY HA
RDEST Pt1 TAPE": LOAD ""CODE : R
ANDOMIZE USR 32768
  20 DATA 221,33,134,128,217,6,6
,217,221,110,0,221,102,1,221,78,
2,6,0,17,0,125,237,176,33,107,12
8,1,7,0,237,176,30,231,145,0,125
,221,35,231,35,221,35,217,16,217
,217,33,119,232,17,167,251,1,30,
3,237,176,33,0,200,34,189,254,62
,195,50,197,254,33,78,128,34,148
,254,195
  30 DATA 169,254,33,0,200,17,19
7,254,1,11,1,237,176,175,50,64,2
55,33,113,128,17,217,62,24,50,23
7,176,195,197,254,49,177,175,195
,37,128,253,33,58,92,237,86,33,8
8,39,217,62,24,50,5,244,49,223,9
6,195,0,91,18,224,16,34,224,36,1
14,224,12,126,224,14,140,224,25,
176,224,13
```

```
  10 CLEAR 45000: FOR T=32768 TO
 32919: READ A: POKE T,A: NEXT T
 : PRINT AT 10,2;"START FREDDY HA
RDEST Pt2 TAPE": LOAD ""CODE : R
ANDOMIZE USR 32768
  20 DATA 221,33,134,128,217,6,6
,217,221,110,0,221,102,1,221,78,
2,6,0,17,0,125,237,176,33,107,12
8,1,7,0,237,176,30,231,105,0,125
,221,35,221,35,221,35,217,16,217
,217,33,119,232,17,167,251,1,30,
3,237,176,33,0,200,34,189,254,62
,195,50,197,254,33,78,128,34,198
,254,195
  30 DATA 169,254,33,0,200,17,19
7,254,1,11,1,237,176,175,50,64,2
55,33,113,128,17,217,254,1,22,0,
237,176,195,197,254,49,177,175,1
95,37,128,253,33,58,92,237,86,33
,88,39,217,62,58,50,92,236,49,25
5,97,195,0,91,17,224,16,33,224,3
6,113,224,12,125,224,14,139,224,
25,175,224,13
```

SKOOL DAZE

M College sold me his soul to get a hack for this game. You didn't have to go that far M., but — hey — what's eternal damnation and fiery torment got that a working POKE hasn't eh?

```
  10 CLEAR 30000: FOR T=32943 TO
 33124: READ A: POKE T,A: NEXT T
 : PRINT AT 10,5;"START SKOOL DAZ
E TAPE": POKE 33072,0: RANDOMIZE
 USR 32962
  20 DATA 221,229,241,214,128,25
4,2,56,3,221,117,204,17,23,0,221
,25,24,174,33,255,90,175,54,90,1
,255,26,54,0,237,184,17,0,128,33
,86,5,1,175,0,237,176,33,80,128,
54,225,46,126,54,225,46,113,54,2
27,46,121,54,237,46,146,54,11,46
,158,54,0,46,116,34,128,128,46,1
41,34,38,128,34,45,128,34,117,12
8,46,145,34,23,128,34,60,128,34,
70,128,34,142,129,33,39,129,34,9
,128,49,128,129,221,33,0,64,17,1
0,0,62,255,55,195
  30 DATA 0,128,62,254,221,174,2
55,32,148,50,188,128,17,246,63,2
05,83,128,221,126,255,254,2,32,1
32,221,33,0,0,17,185,0,205,83,12
8,221,33,186,128,62,38,50,136,12
8,27,205,112,128,58,245,255,238,
116,32,224,50,55,118,50,236,247,
195,224,94
```

UNDERWULDE

I really had to brush away the cobwebs to grab a grimy POKE for this pre-Raphaelite game. And all for **John Robinson** as well.

```
  10 CLEAR 64500: FOR T=64507 TO
 64554: READ A: POKE T,A: NEXT T
 : FOR T=23296 TO 23312: READ A:
POKE T,A: NEXT T: PRINT AT 10,5;
"START UNDERWURLD TAPE": RANDOMI
ZE USR 64532: LOAD ""
 100 DATA 243,245,58,173,96,254,
243,32,11,62,91,50,173,96,175,50
,176,96,237,86,241,255,251,237,7
7,243,62,251,1,1,1,33,0,253,229,
209,19,119,237,176,62,251,237,71
,237,94,251,201,33,9,91,34,214,2
43,195,166,243,62,116,50,117,144
,195,242,103
```

NETHERWORLD

Crikey a modern POKE in this page of disenterred hacks. You've **Graham Mason** to thank for this reprive.

```
  10  REM NETHERWORLD hack by G.
Mason
  20  CLEAR 24999: LOAD ""CODE
  30  POKE 25026,201: RANDOMIZE
USR 25000
  40  POKE 33551,0: REM LIVES
  50  POKE 65500,255: REM SPEED
  60  RANDOMIZE USR 28316
```

INCIDENTALLY...

I resurrected most of the oldies this month from a POKE tape from TAURUS software. It contains 217 ready-to-run hacks and cracks and is available (priced £2.00) from Taurus Software, 14 Coniston Avenue, Darton, Barnsley, S75 5BB. Well recommended.

CRASH PREVENTOR

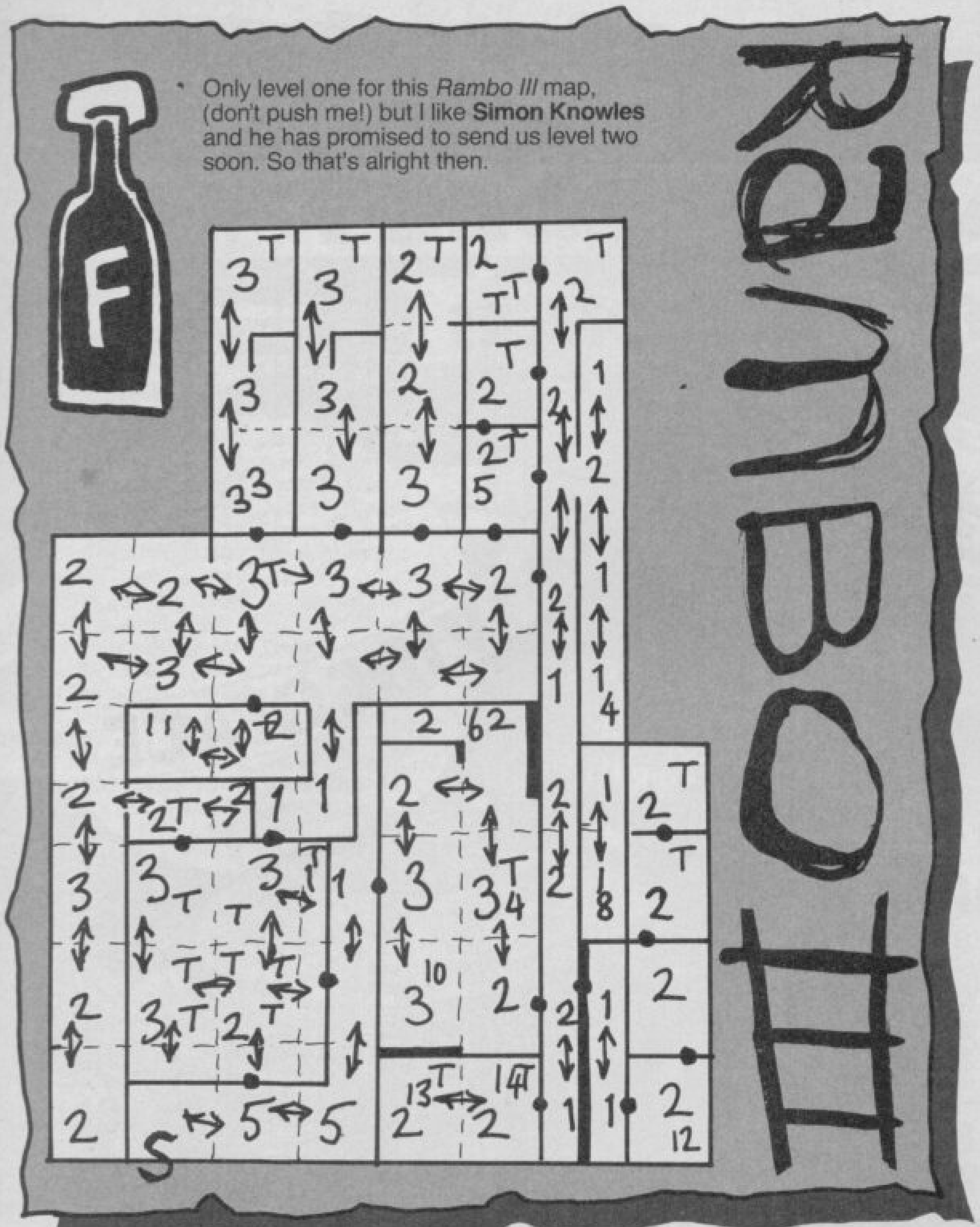
Right if you're having trouble understanding how these POKEs work and how to get them working, then follow this simple, straightforward, basic, rudimentary, uncomplicated, plain guide.

1) Type in the hack program and double check that data.
2) Save it into tape for later use.
3) Rewind your game tape to the start.
4) RUN the hack program.
5) If "integer out of range" appears then you have a number over 255 in your data — go back and check it.
6) If "error in data" appears then you have typed in the data wrongly — go back and check it.
7) If "E: out of data" appears then you have missed some data numbers — go back and check it.
8) If nothing appears then play your rewound game tape.
9) Give those aliens one from me okay?

BYE-BYE!

And that's it. Another month has swooped by and next month is already circling overhead. Don't forget to tune in next month for more hacks and cracks, POKEs and jokes — you know, the usual thing. In the meantime, if you're sitting in front of your computer one day, gazing vacantly at a Sinclair Research message, wondering what to do, just pick up a disassmbler, a game and rip it apart. Just like that. Oh yeah, and send any results to David McCandless, Practical Pokes, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE. See ya!

Only level one for this *Rambo III* map, (don't push me!) but I like **Simon Knowles** and he has promised to send us level two soon. So that's alright then.



Extra Supplies and Objects



Extra Firepower



Extra Energy



Extra Ammo



Extra Grenades



Dynamite (Smart Bomb)



Energy (Food)



Energy (Food)

Groovy Fellers. Ideologically unsound, but dead groovy. Keep it up.

Operation Wolf

Ooh, before I forget, let's take a quick shufty at *Operation Wolf.* A very popular game, by all accounts. I wonder if it's got anything to do with the fact that it involves plastering bits of soldiers all over the landscape? Prob-a-billy.

So thanx in no particular order to **Neil Torrens, Leigh Williamson, Macc Mapper, Brian Doyle, Gary Holcombe, Neil Price, Mark Phillips, Stuart Park, Philip McCardle, Andrew Flanagan, Chris Delahunty, Terry Hill,** and last but not least **Andrew Thompson**, for all the mounds of hints and tips they sent. Now what am I going to do with them all...? Hmm, I could always print them, I spose.

"• **Here is a cheat for *Op Wolf.* And it goes like this. Just load in the 128K version in a 48K machine or 128K in 48K mode. You are miraculously transported to level six! Woah!**

• **Helicopters: Big boys, these. Bullets take too long;. Use a grenade to teach 'em a lesson. Try to get them as soon as they come on screen.**

• **Armoured Cars: Don't bother with grenades. Just keep your finger on the fire button as soon as they come on screen.**

• **Boats: Easy pickings. Use the 'keep firing' tactic, unless there's a batch of them, in which case you should lob a grenade.**

• **Normal Soldiers: These throw knives and grenades at you. You only need one shot to kill them, though.**

• **Flat Heads: These Schwartzenegger types need to be shot in the head once, but do it quick.**

• **Prisoners: These include nurses, women and boys. They run across the screen and get in your line of fire. They'll drain your energy if you hit them.**

• **Hostages: These appear on levels five and six. You must let them pass, and you gain points.**

"General Tips

• **If there's a crowd of helicopters fire a grenade at the middle.**

• **Don't panic!**

• **Never fire wildly. You waste ammo.**

• **Try to conserve grenades for later levels.**

• **The enemy don't come in any particular order, so be prepared.**

• **Don't shoot dynamite when a prisoner is on screen.**

• **Sometimes you can grenade a very large crowd of soldiers.**

And so Tebbit

And now the end is near. Many splendiferous thanx to all of you for your tips, and I look forward to the next batch. Send them to me Phil Snout, *YS* Tipshop, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE. And don't forget, every one I print gets an 'I've Got Big Tips' badge... coo, er, gosh!

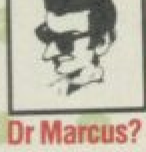


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Gary Lineker's HOT SHOT!



Gremlin £7.99 cass/£12.99 disk

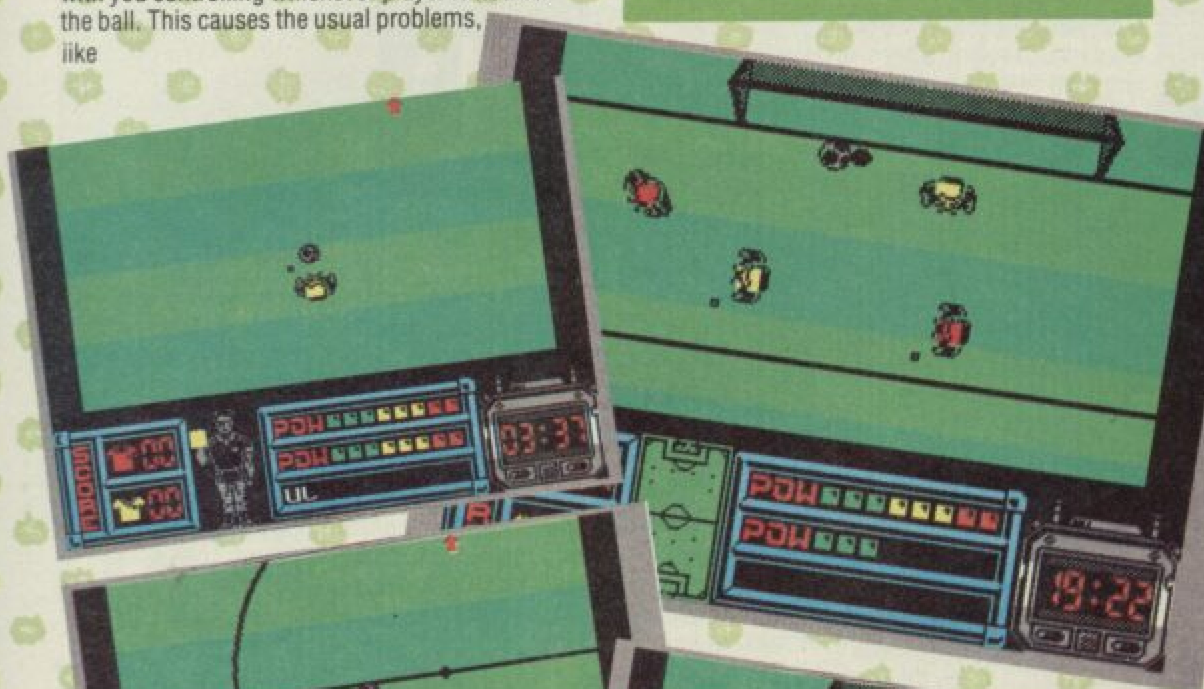


Davey Quick! Pinch me, I must be dreaming! Is this a footie game I see before me? How has it escaped the clutches of Dr Marcus? Maybe he was too busy chatting with his pal Simon Bates. Anyway, here we go, here we go, here we go.

Hot Shot is a footie simulation, played from an overhead viewpoint. You take the role of an international side and can choose your team from the humble England, Wales, Scotland, or Ireland (Republic or Northern) right through to the mighty Brazil or Argentina! The teams are organised (confusingly) from the First through to the Fourth Division, and you must attempt to steer your team to the top of the league. The players can perform sliding tackles and headers, but be careful if you are prone to a bit of foul play, 'cos there at the bottom of the screen is the ref complete with his card collection. (And I'm not talking about PG Tips picture cards!)

Hot Shot gives you the option of changing the length of the game between 10, 30, 60, or 90 minutes. The middle two seem the best. This is because the computer usually gets at least one goal in, and thus the shorter the game length you choose, the less time you get to equalise, let alone win!

The gameplay is very much like *Match Day II*, with you controlling whichever player is nearest the ball. This causes the usual problems, iike



The length of this goal sequence is quite an accurate representation of those Brazilian commentators who get carried away and go GOOOOOAAAALLLL!

when you have two players at an equal distance from the ball, nine times out of ten you end up moving the wrong one in completely the wrong direction. But you can dribble (*Ugh! You messy readers! Ed*) and boot the ball in different directions with different amounts of power. And fortunately, or unfortunately depending on how confident you feel, your goalkeeper is computer controlled and moves automatically, (a trifle too slowly for my liking,) to whichever side of the goal is under threat.

The dilemma that must face programmers of these games is in the area of game scale. If you opt for nice big player sprites, then you are only able to show a small area of the pitch at a time. On the other hand, if you choose to show as much of the pitch as poss, then this is at the expense of the players who will be teeny weeny dots! *Hot Shot* of course opts for the large(ish) sprites. This means that although the sliding, tackling, and heading, is quite nice, when it actually comes to shooting at goal from any distance over about ten feet, or even passing up the field to any of your team mates, then a large amount of guesswork takes over. To its credit, Gremlin has tried to overcome this by showing a display of the pitch in the bottom left hand corner of the screen. This shows the whereabouts of the ball, but apart from this does little to alleviate the luck element.

Gazza Lineker's Hot Shot is a straight arcade football game in the style of *Match Day II*. Its sprites aren't as big, but it's a faster, smoother game than *Match Day*. If you're a footie sim fanatic, or in the market for your first arcade football game, then you'll probably find *Hot Shot* a fun game. If you already possess most of the other football games on the market then you won't find much new in this one. Mind you, if you do have most of the other football games on the market then you're no doubt soccer loopy and I'm probably wasting my breath!



Gerroff! I never touched him ref!

final

60° 65°

65° 75°

Diagnosis

An enjoyable game, which despite having little new to offer to the seasoned Speccy football player, compares favourably with its rivals.

68° verdict

CAPTAIN blood

Exxos/£9.95 cass/£14.95 disk



Sean.Eek, it's the spooky Captain Blood, brave explorer of the galaxy, setting out on a mission which would make even T'zer cry. There's a huge galaxy ahead of you (you're Cp'n Blood you see) and your task is to destroy five 'Numbers', (clones of yourself) from which you'll suck enough body fluid to continue your life without dying. Yuk!

You begin the game near to an inhabited planet, which is lucky. Cos most of the planets in the game are merely a set of co-ordinates with randomly generated terrain and no life forms at all. Anyway, having found this planet you're now faced with three options. You can either send an OORX to photograph the planet surface, (this will show you if the planet has any defence systems), destroy the planet (kaboom!), or send an OORX baby to the planet surface to seek out any lifeforms.



Here is your little red droid exploring a planet. Flying low avoiding detection by the planets defence system, But watch out for those mountains!



Seeing as it's in your own interest to find a 'number', it's best not to destroy the planet, but to send your OORX in to check it out. Besides, if you don't you'll miss out on one of the best bits of the game, the 'Flying Over The Planet's Terrain' sequence.

This is one of the most impressive sequences in the game, and screenshots cannot do justice to the visual impact of the terrain moving towards you, rising and falling as you swoop and soar over the surface in search of either a defence system or life form.

Once your OORX is under way, if the planet has a defence system, lines will emerge from both sides of the screen, which means that you have been detected. When these lines meet in the middle, your OORX will be destroyed. So if you're detected, flying low and slow will give protection, but it does take time to get anywhere, and I found the best policy was to zoom along until the detection lines got close to each other, and then to dive low and stop for a moment or two while they 'lose' you.

On reaching the end of a valley, you will be presented with a 'photograph' of the surface. If the planet is uninhabited, this is all you'll get, and it's time to find another. But if, joy of joys, you have stumbled on an inhabited planet, the occupant appears in a box on screen, and you can now engage it in 'conversation'.

You do this by using a Planetary Phrase Book which contains such useful phrases as 'Where is the Post Office?' No, actually you use a set of around 120 icons each representing one word, which are translated from Iconese into English when you point to them. But it proves to be an unrewarding and cumbersome exercise for several reasons.



Here is your little red droid exploring a planet. Flying low avoiding detection by the planets defence system, But watch out for those mountains!

Firstly, only about a quarter of the icons can be seen on screen at one time, and with so many to grasp, it's kind of impossible to remember what words you can use to communicate with, and after several hours play, I still couldn't get to grips with it. The aim of conversation is, I suppose, to get lots of useful information which will point you to the right planets to begin your search for the 'numbers'. But as communication proved difficult, the playability of the game was dramatically reduced.

This is a very difficult game to accurately review. In a sense, it's an adventure disguised as a pseudo-*Elite* strategy style game, and consequently seems to defy pigeon-holing. The graphics (and sound on the biggie versions) are excellent, and the presentation of the game is straightforward and easy to use. Though if you've got to spend several hours communicating to get anywhere, you only get to appreciate the quality of programming intermittently!

ICON DICTIONARY



Yes, I will go down to shops for you Matey!



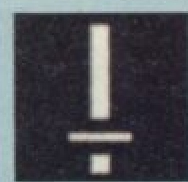
No, I won't do that sort of thing, especially on our first date!



I want a choccy bar!



You're going to buy it for me, Alien-face.



Wot's Luke Skywalker doing here?

Once the icon communication system is grasped, then I expect that real progress could be made in the game, and zapping round the galaxy in search of the clones could have the campaigning appeal of, say, trying to reach *Elite* status, or solving a massive adventure.

I doubt, however, that there are many gamesters', zappers, strategists or adventurers – who are willing to put the long preliminary hours in, simply to get properly involved. This is reflected in my mark, but those who chose to persevere might find an intelligent strategy game lurking here.

final verdict

62°

90°

60°

58°

68°

Diagnosis

Curious game, proving difficult to get to grips with, but which might benefit from perseverence.

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ATARI ST

ST COMPUTERS

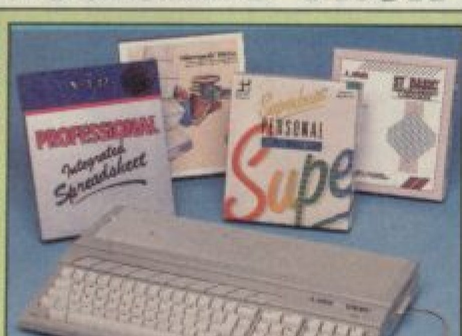
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Marcus **Perhaps I'm going slightly bonkers (*I always thought you were 10 pence short of a phonebox as it was. Ed*), but I'm sure that this game has been on the stocks since, well, the beginning of time, or thereabouts. Certainly that tell-tale '©1984 Namco Ltd' under the title reveals that this is a conversion of a very old coin-op indeed. And sadly, it shows.**







Pacman, of course, was so successful as a coin-op that it entered the language in a way that even *OutRun* can't hope to rival (try asking your parents which 'video games' they've heard of and you can bet your *Viz* T-Shirt they won't say *Afterburner*). It's hardly surprising that Namco tried to eke out every last variation from this winning formula, but even by the standards of most sequels, *Pac-land* is pretty bizarre. While the basic formula – running about, picking up cherries, avoiding the ghosties – has been retained, the gameplay could not be more different.

Pacman has been whipped out of his little grid, given some legs and dumped in Pac-land, which looks like a sort of nursery rhyme country full of pretty little houses and fluffy clouds (if you're going to be sick at the back there, Jenkins, please remember next time to bring your own bucket). Moving from left to right, Pacman whiffles through this ghastly countryside, occasionally jumping to collect mid-air cherries which appear just before he passes them. Some cherries appear only if you have jumped on something first (it could be a hydrant, it could be a cactus, or indeed anything about a sprite high). And power pills are there as well – jump and grab one, and all the ghoulies start flashing and running away from you, just as in *Pacman*. As in the original, you get points for the ground you cover, although here there's no maze, just a strict left-to-right track to follow.



Pacland

What this all sounds like – and versions on other more colourful computers even look like – is a sort of *Super Mario Bros* with a few teeth missing. Shorn of the complexity of that magnificent old classic, *Pac-land* soon degenerates into formula action – avoid this, pick up that, jump over the other – and unfortunately the gameplay is balanced so that when you do eventually get to use the powerpill, you get to chase your foes only for the briefest possible time. Even then there isn't the satisfaction to be gained when you nab the fleeing ghoulies in *Pacman* – you don't even get to see how many points you've got for it.

The conversion's by no means a bad job – it's as professional as most these days – but it's the game at fault here. Once again a game that probably looks amazing in the arcades (and no doubt on the ST) simply doesn't cut it when deprived of its graphical advantages on the Speccy. *Pacman* was, I know, one of the Ed's favest games ever (she still outscores virtually everyone she knows). I doubt *Pac-land* will take its place.



final

32° 67°

60° 57°

Diagnosis

Dull (and very late) sequel to *Pacman* which turns that brilliant original into just another chase and grab game. Good conversion of a bad game.

58° verdict

Win A Splendid Tandy TRC 1002 Walkie Talkie With A Five Mile Range And Loads Of All Three *Renegade* Games!

WIN! .... To Win!

Renegade! Phew, what a scorcher! The classic beat 'em up that spawned a squillion copies. You bought it as if there was no tomorrow! Then came *Target Renegade* and this too, sold, as our Gallic chums would *(Or would not. Ed)* put it, commes les gateaux chauds! Well, now comes *Renegade III* and it's one mega basheroo! Not only do you get to punch, kick, and knee in the grollies present day low life thugs, but also to do a bit of time travel to boot. Take on (and I don't mean in an Ah-ha sense) various yobbos through history. Alright already, so you know the game's gonna be hot stuff, but what can you win in this fabbo *Renegade* compo?

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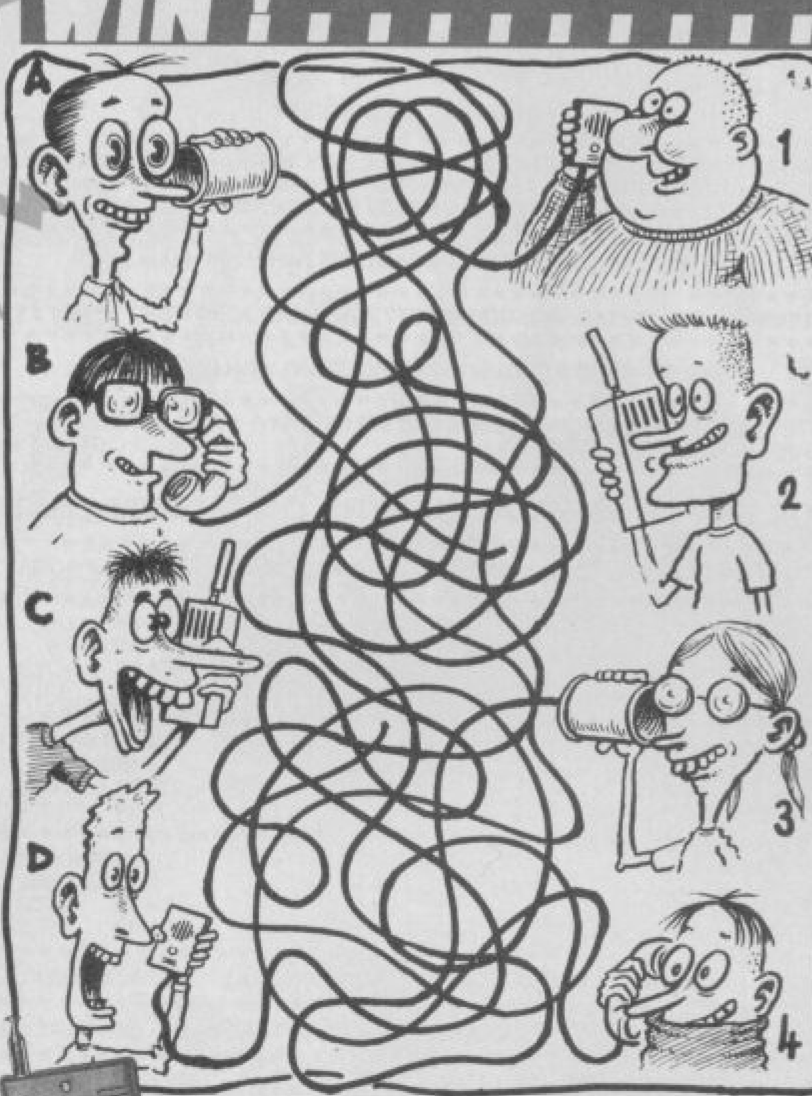
First prize is a smashing Tandy TRC 1002 Walkie Talkie set, complete with two walkie talkies! It's got a huge range of five miles, and you'll need a licence to use it, but these are easily obtainable. Zoweee!! Just think what fun you could have with these!

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Or if you ever found yourself tied up by a villain on a railway track five miles from your home, with the 6.25 from Paddington fast approaching, all you'd need to do would be to simply operate your walkie talkie set with your teeth and radio to your chum for assistance!

And wait! It doesn't end there! 'Cos as well as these fab walkie talkies, the winner will also get, courtesy of Ocean, a spanking collection of all three *Renegade* games too! Coo!

Five runners up won't feel 'beaten to the punch' though, 'cos they too will receive this brilliant aforementioned three pack! So how do you win?



Okay, 'Good Buddies', here's what you have to do. Simply study the diagram below very carefully. It shows several Spec-chums telling each other, by various means of communication, just how good *Renegade III* is! What we want you to do is to tell us which of the blighters is talking to his pal using the porky prize walkie talkies, and to whom he is speaking. For example, if you think that Spec fan A has the walkie talkie and is talking to pal 4, then your answer is A and 4. Simple really, isn't it?!

When you've decided, fill out your answers and details on the coupon and send it on a post card or a Klaus Wunderlich LP (whichever comes to hand first) to One Day There'll Be A Real Rain To Wash All The Scum Off The Streets, Over And Out Compo, *Your Sinclair*, PO Box 1509, Enfield, Middlesex, EN1 1LQ. All entries must be in by May 31st.



That's A BIG 10-4 Roger Wilko! (Oo-er)



Coupon

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- **Any renegade *YS* or Ocean employees entering this compo will be duffed up by a martial arts expert.**
- **Entries recieved after May 31st will be held incommunicado.**
- **T'zer is tougher than Mr Big in *Renegade!* So don't argue with her decision, it's final!**

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The competition comes in the form of a Sangfalmadorian Sphere Corps Incredibly Shrinking Fighter Sphere from the Twenty-Fifth Century (a *YS* house point goes to those of you who can repeat that twice without a pause to unwind your tongue!) but why it's got a pair of designer specs only the keyboard prodders at Electric Dreams will know.

Anyway, your Fighter Sphere has at long last been called into action, but not to engage an unknown enemy force — everyone knows they've all been well and truely clobbered by now. In fact there hasn't been any action in so long that even the old Corps training areas have started getting rusty and malfunctions are commonplace.

It's one of these malfunctions that you've been sent to clear up. It seems that the old boy himself, that's Colonel-In-Chief Matt Ridley for those not acquainted with him, got a little bored with his pen pushing job back at Corps Elite HQ. Just to see whether he'd still 'got what it takes' he made an unauthorised trip into the Corp's most unforgiving battle trainer — The Death Run — unfortunately for him he 'hadn't'! Normally the automatic retrieval system would shut down the area and send in a drone to recover the Colonel-in-Chief and what was left of his Fighter, but something has gone very wrong. So it's up to you to successfully navigate The Death Run, locate the Colonel and get him back.

ISS is set out in a similar way to *Revolution* an old fossil from Vortex. The playing area is a multi-directional scrolling isometric maze, with your Sphere more or less in the centre. The controls are simple enough, just the standard directions and a fire button. Moving around is quite a different kettle of fish though, your crafts momentum is incredibly strong and fairly difficult to get to grips with.

The Death Run is split up into four levels and each level is, again, split up into four tiers or plates, one above the other — the exit from each level is located on the lowest plate and your quarry is obviously on the bottom plate of the last level. Each plate is constructed from Techtronic Tiles, of which there are about twenty different types. Each of these has a different effect on your Sphere — more often than not an unwanted one. Most of the tiles have a life span, but once your Sphere's moved over one, it'll slowly turn into a deadly Vapouriser — things get pretty hectic when there's a lot of these around so don't hang around!

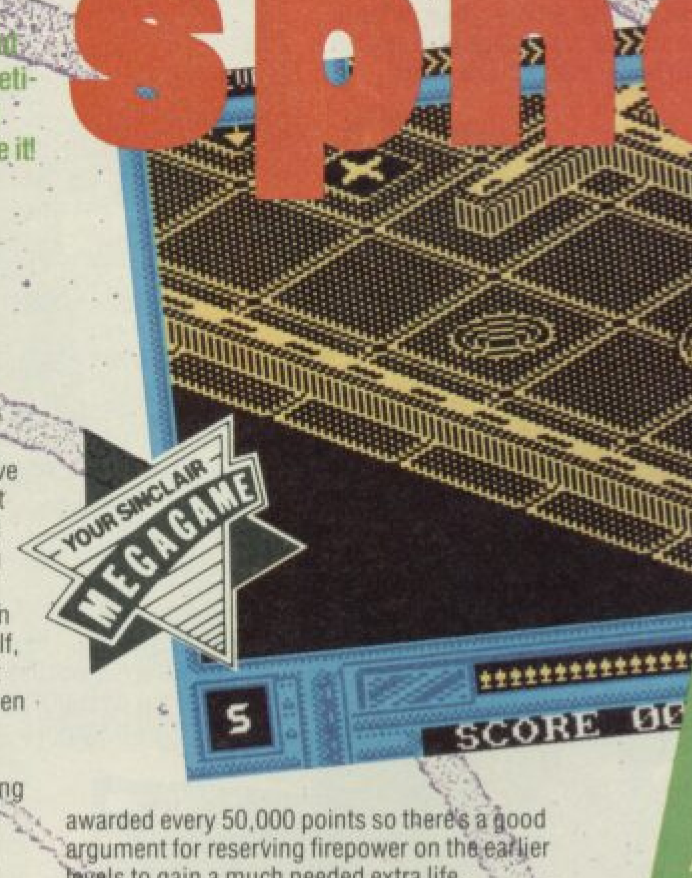
At the start of each level you're given the option of distributing four ammo dumps. These come in fairly handy as your Sphere can only carry about 25 rounds and assassin spheres are generated at quite a rate by the training area's generators. A large bonus is awarded at the end of a level if you don't lace many ammo dumps, extra lives are only awarded every 50,000 points so there's a good argument for reserving firepower on the earlier levels to gain a much needed extra life.

Some of the later levels are impossible to complete without the help of your Sphere's special mass and volume changing powers. Go over a tile marked 'H' and your fighter'll become heavier, go over a tile with arrows pointing outwards and the Sphere will grow larger, in this state you'll be able to smash through special walls, making large short-cuts. The price you'll pay for these short-cuts is far less manoeuvrability and a larger chance of tiles breaking up underneath you.

Electric Dreams has got the strategy and action pitched just right to make *ISS* one of the most addictive games I've played in years. In the second, third and fourth levels you really have to work hard to get anywhere. The presentation is very good and the display works well although a little guesswork comes into play if you want to know how many lives you've got left and how heavy or large you are. The inertia of your Sphere adds a lot to the playability, – without it, trickling through cracked tiles and speeding to the nearest ammo dump would lose all its challenge.

The only thing that spoils *ISS* are the sound effects during the game which were about as simplistic as you can get, and even then they kind of 'flip-out' every now and then for no reason I can tell. The scrolling playing area leaves a little to be desired too, it jerks badly once in a while to catch up with what's going on onscreen.

Still an enjoyable game that'll keep most people happy for a long while (there's another training area to overcome once you've rescued the Colonel from the Death Run), and for ten quid I wouldn't really expect anything less.



YOUR SINCLAIR MEGAGAME

PRISON — Tile with four small holes. If caught freezes Sphere to the spot for about fifteen seconds — bad news when there are assassins around.
DAMAGED TILE — Covered in crack marks. If the Sphere is too heavy you'll fall through it.
RAMP — looks a little ramplike. Useful for jumping over walls, will collapse if you're too heavy.
MOVING WALLS — Sections of wall distinguished by their movability. Smash through these when the Sphere is at maximum velocity.
AMMO DUMP — Pyramid shape. Provides an endless supply of Ammo to deal with assassins.

final verdict

86°	70°
83°	90°

Diagnosis

It's original, it's fun and it's got a pair of shades that even the everso trendy woman from DEFII would kill for.

91°

THE BATTLE OF BRENTWOOD HILL

YS TAKES ON (YIKES) THE POLICE



Combat Zone in Brentwood Essex: that's where the staff of *Your Sinclair* were headed at the crack of dawn (well, eight o'clock) one sunny Monday morning. Why were we going? To take on the Forest Gate Police Force in a 'game' of war, a fight to the death – that's why! Read on to see what happened.

Monday

08.15 hours: In the mini-bus.
Dear Diary,
Morale is high as we whizz along the A216 in our 15 seater 'Battle Transit'. Everyone's wearing headbands and Jimi Hendrix's *Purple Haze* is blaring out of the speakers: we're in a Vietnam kind of mood. Though some of us may not return, our ultimate sacrifice will long be remembered by the rest of the free world. God bless America. God bless the President. God bless Mom, Pop and Apple pie (*Erm, aren't you going a bit over the top? Ed*)

10.00 hours
Dear Diary,
We're there! And there are all the coppers with their team leader, PC Plunkett. Time to get issued with out combat 'army greens', ammunition belts, paint pellet cartridges, eye protecting goggles and (ho ho) rifles and pistols. Unfortunately the 'peelers' have already been kitted up with the same gear, which may make winning the game a little bit trickier. Ho hum.



You do this..... Hang on a minute, no you don't.....



You do this. Oh, Maybe not.....



Corks, it's the old bill (they're going to be wearing the red armbands).



Hoorah, it's us! Come on the greens!





Kill as many as you can. Go for groin-shots — they really hurt. Anyone who runs away will have me to answer to.

Dear Diary,
Briefing time from the Combat Zone adjudicator. The *YS* and police teams are to make camp at opposite ends of the battleground, each with our own flag to protect. Using any tactics we like, the idea is for us to infiltrate the police camp, nick their flag and then hot-foot it back to our own base – while not forgetting that 'the heat' will be up to the same trick. So defending our camp is quite important. In fact it's T'zer's tactics talk time.

Dear Diary,
The first battle! It's a – blimey, here they come. I think it's time to pack the diary away and start firing. Over and out.



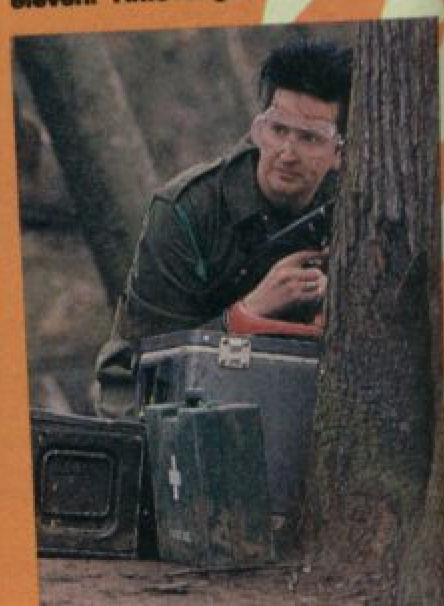
There they are, sarge...



You get 'em constable, I'll go for the flag!



Got it. And now for the home run!



Oy Thor, you can come out from behind that tree now — they've won. Jeeps! That was quick! The fuzz one, YS nil — and it's only ten past eleven. Time for game two.



Dear Diary,
A few more humiliating defeats later, we get a brief respite where we catch our breath, sort out where our tactics have been going wrong, and munch on the supplied battle-rations of mince and potatoes (apart from Jackie, who gets the vegetarian version: twigs, grass and a few leaves – or something). There's a few 'fighting hours' left; maybe we'll be able to turn the tables this afternoon. Oh, there goes the whistle: game on. Over and out.

Okay. let's g !!



Hey, what's that rustling over there? Safety-catch off (click).

Oh, it's only the Combat Zone dog, still, target practice is target practice. here boy!



Blimmin' heck, who's that with the coppers' flag. Blimey, it's Jackie! we've won a round. Yahoooo! Come on the greens!

Dear Diary,
This battle's going to be one of those long drawn out ones. The 'heat' weren't too chuffed about being thwarted – especially by a 'girlie'. We've got a lot of people defending the camp, but we've sent a couple of snipers up to the hilly, more densely wooded land to the right: that's where we reckon the attack's going to come from. Yikes, there's the sound of gunfire – over and out.



Who's this? Hey, it's one of our lot with the red flag!

Whoah, Marcus — don't shoot! Don't shoot! It's Jeremy. We've won again!

Dear Diary,
It's been a long day, we've had many battles and we were up against trained opposition (most of whom had done this before). Did we lose terribly? Did we sausage – out of nine battles the police won six, one was drawn and we won two. Phew. Time for a bath, I'll be bound. Till next time, Peelers!

A tribute to those who didn't return (except most of them did)......


Group Captain T'eer Maughan (The Cooler Queen)


Private Fab Macca McCandless

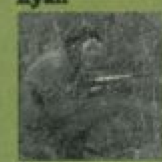

Corporal Matt Bielby (The Mole)

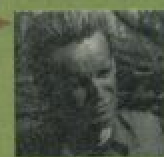

Wing Commander Marcus 'Binky' Berkmann


Corporal Duncan 'Mad Dog' MacDonald


Corporal Jackie 'Blood and Guts' Ryan


Private Steven 'Down the Middle' Bloy


Lieutenant Catherine 'Camoflage' Higgs


Sergeant Chris Hamilton (The Beaver)


Private Thor Goodall (The Thunderer)


Corporal Jeremy 'Marks And' Spencer


Fleet Admiral David Wilson (The Crooner)


Private Alison Morton (The Scrounger)


Corporal Sean Kelly (The Spoon King)


Private Tanya 'Tiny' Malden


Claire Peach (The Combat Zone dog)

THE END

PHOTOS: TONY SLEEP

Renegade III

Imagine/£8.99



Matt It seems like only yesterday when the last one came out, doesn't it? We thought the first *Renegade* was dead and his brother had taken over for the sequels, but silly us – looks like we were wrong. Here's the original back looking pretty healthy – unless it's yet another member of the Renegade clan.

Imagine's obviously had to think a bit more about what to do with *3* – after all, it can't really just reproduce the same street gang beat 'em up formula forever, no matter how successful it might be. *Renegade 3* has thus become much more of an arcade adventure than the previous two, with all sorts of fantastic and comical elements added willy nilly. If you can ignore the fact that the whole idea is a wee bit silly, then it in fact adds a lot of spice to an over-used formula.

Get this for starters. Baddies from the future have whisked back to the present and captured Renegade's girlfriend. Exactly why isn't immediately clear, but you'd think the saucy minx would have learned by now that it's pretty dangerous to have anything to do with those pesky Renegade boys.

Anyway, the baddies have taken her to their base in the future and in the meantime got rid of Renegade by throwing him backwards in time. He ends up in a prehistoric setting and must fight his way through that, an ancient Egyptian level, a Medieval (or as the game has it 'Med-evil') setting and a future level to rescue her. At the end of each one a grey coffin thing comes down and beams you to the next time zone (or asks you to do another load if you're in 48K), though you have to get there within the six minute time limit or the portal closes up and you're stuck in the past. Hmm. It all strains credibility slightly, I feel.

These are just surface differences, though. The most important ones are in the gameplay. For instance, instead of the normal large open fighting area you get in these sorts of games, much of each level has a raised catwalk at the back that you can climb up to at various points. You can use this to get past things like lava rivers on the floor, or to avoid baddies if they're getting too much.

The other major difference is in the style and character of the baddies. Instead of your standard street thug, you get some of the most bizarre creations, including flying characters that drop things on you. In nice yellow and grey tones, with some very sharp background graphics (especially in the Egyptian level) and a flip screen, it's all eminently playable.

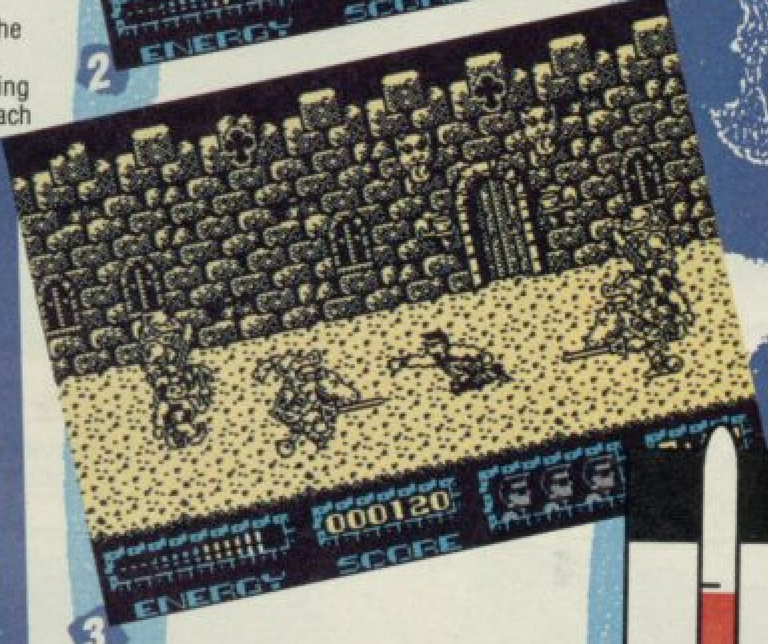
In effect then, you're half-way to a *Rastan Saga* or *Karnov* type game, but with the larger variety of combat moves that you get in a straight beat 'em up. These include a straight kick, a flying kick, a normal punch and a duck punch. For someone like me, who was getting bored sick of the average punch and kick game, this is a very welcome development indeed.



1



2



3

The Prehistoric Age 1

Heavily populated with eight foot dinosaurs, 'Captain Caveman' lookalikes, rock throwing Neanderthals and egg dropping prehistoric birds (from which tiny ankle biting dinos appear once they've hit the floor!) it's all very busy. At some points the screen widens out and six or so of them attack you at once. Yowch!

The Egyptian Zone 2

Large and small mummies (the tiny ones are the worst – you can only get them with a kneeling punch!), dog-headed Egyptian god things and acid drop from the ceiling make this one of the best of the levels.

The 'Medievil' level 3

The comic element really comes to the fore here, with some of the attacking knights mounted on hobby horses! Miniature dragons try to get you with their fire if you're on the battlements, and waist high jesters attack your legs. There is different music on each level to fit each time zone apparently, though you'll have to use your imagination with this one I think.

The Future 4

Flying saucers drop stuff at you, and various robots and squidgy aliens attack you on ground level. Don't let them stop you though – your girlfriend's almost within reach. The only problem now is how to get back!

final

72°	76°
81°	75°

Diagnosis

The standard beat 'em up formula gets a bizarre fantasy twist – and it works!

79° verdict

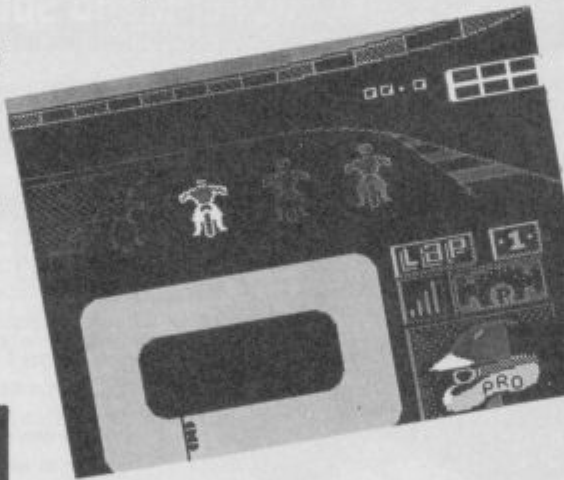
Chirpy, chirpy, cheap cheap, chirpy, chirpy, cheap cheap, chirpy, chirpy, cheap cheap, BLAM! Nuff of that it's time for another trip to Cheapsville, with *Marcus "mothballs-in-the wallet" Berkmann!*

BARGAIN BASEMENT

INTERNATIONAL SPEEDWAY
Silverbird/£1.99

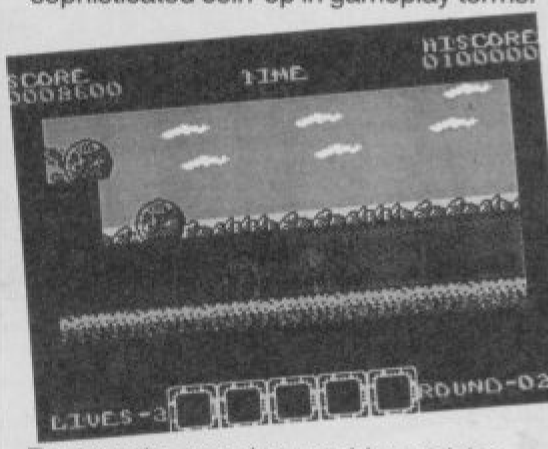
How many variations on the race game are there? Not many, if this rather desperate entry in the stakes is anything to go by. Although, to give programmers Probe credit, they have at least given us two clapped out old genres for the price of one.

International Speedway is, naturally, a race game set on a speedway track, in which you compete against four other riders, all of whom, on the face of it, are much better than you. So, you ask, is this one of those games where you see the track from road level, behind your rider, or is it one seen from above, à la *Grand Prix Simulator*? In fact, it's both — the screen is conveniently split in two — but as the track is so boring to look at from both angles and there's nothing else new about this game at all, you begin to wonder after about 0.00001 seconds, why you bothered to load it up. Snoresville.



RYGAR™
Kixx/£2.99

Awful lot of ™s around this month, aren't there? *Rygar*, of course, is based on one of 1987's spankier shoot 'em ups and originally came out on US Gold, where it sold pots. Now regurgitated for the cheapie market, it somehow looks less impressive than it did on first viewing. All you really have to do is run along to the right shooting everything from the usual nasties to strange rocks that emerge from the ground which invariably seem to conceal (à la *Athena*) useful things like gems and better weapons. Initially it's dead easy, which rather reduces the challenge, but don't be put off, as it does get harder as it proceeds. There's not a lot of variation, though, and once again you remember that the original arcade version, while wonderful to look at, was hardly the most sophisticated coin-op in gameplay terms.



Remove the amazing graphics and the result is always likely to be on the thin side.

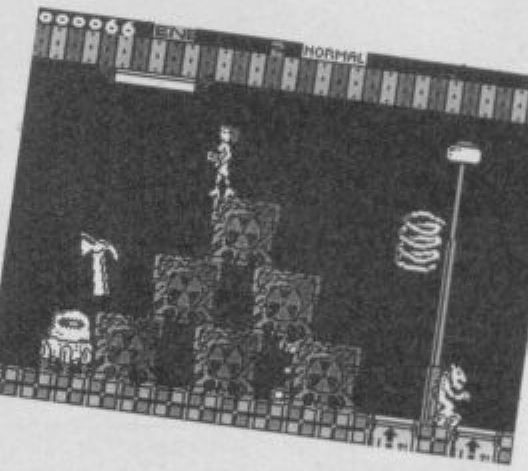
With smallish sprites, and little in the way of interesting backgrounds to look at, it's just a little disappointing, but for a cheapie, *Rygar* should keep your trigger finger happy for a week or two, and there are no complaints about speed or smoothness. Not for sophisticates, but reasonable fun for the violently inclined.

THE HIT SQUAD
Code Masters/£2.99

Yes, I know what you're wondering. Not whether it's any good or not, not even whether it's got 'NEW RELEASE' plastered all over the cover as usual (it has), but what Diddy David Darling has to say about his own game. So I quote, "Technically brilliant, ultra-fast, infuriatingly addictive, MEGA blat 'em up! WICKED!"

Nothing like a bit of solid unbiased criticism there — indeed, there's nothing like solid unbiased criticism in the wonderful world of Code Masters. Now — do you want to know what the game's really like?

Actually — and as usual it pains me to say this — it's not bad at all. *The Hit Squad* is a neat, fast, multi-screen shoot 'em up with colourful, intentionally obtrusive graphics and massive sprites. I say "intentionally obtrusive" because your character often has to walk behind them, which means that you can't see a thing and can be easily harmed by the marauding nasties. The idea is to collect a teleport ticket on the 12 levels which will enable you to get to the next level, while collecting any other goodies that happen to be lying around. It's called *The Hit Squad* because you have a choice of four people to be, each of whom has different weapons (when they pick up enough weapon tokens). The four are nicely represented by



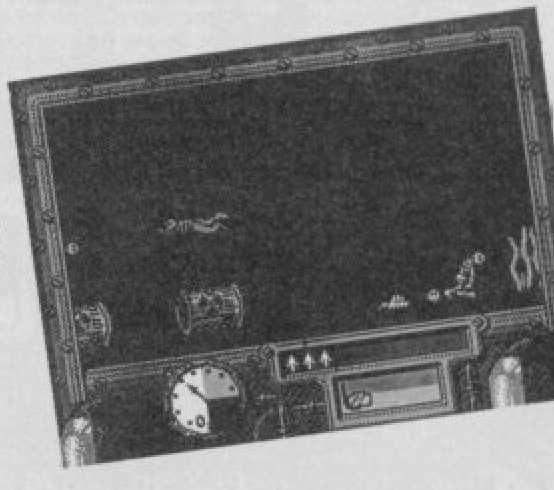
a digitised pic before the game begins.

All very well, and it's a nice variation on a million other games, but sadly it's no more than that. As with most later Code Masters games you're swiftly seduced by splendid graphics — far better thought out and more Spectrummy than, indeed, *Rygar* — but the gameplay does pall after a while. Still, this game has one enormous advantage over other recent Code Master titles — no pix of the ghastly Darling brothers. If only for that, this game gets my vote.

TITANIC
Kixx/£2.99

Having waxed lyrical about Spanish software previously, I was bound to come a cropper later, so let's get it over with. *Titanic* is another Kixx original, also programmed by paella fans Toposoft, but unfortunately it's not a patch on *Colosseum*™.

Here we're under the briny, scuba-ing around in search of sunken treasure and trying to avoid the harmless looking fishes which, needless to say, are deadly to the



touch. There are also even more harmful sea creatures swimming around, all of which fancy you for their dinner, but you're trying to work your way through a maze of rocks and things to find the aforementioned Titanic, wot sunk eight



billion years ago or thereabouts. You have only a limited supply of harpoons, so you basically have the choice of shooting things or getting the %&$£ out of the way, — and you soon learn which beasties can be avoided and which can't.

There's only one way through the maze, which you have to work out through trial and error, and when you've completed part one there's part two to work through as well. Yes, it's a Spanish game all right. The control system is quite bizarre — when you go up, even by a pixel, your diver flips 90°, which, as he isn't the smallest sprite in the world, makes him irritatingly vulnerable to those fishies. And there's just not enough variation in the actual maze — both in terms of challenge or graphical appearance — to keep your interest up. Not totally without merit, but woefully short on substance.

SAS COMBAT SIMULATOR

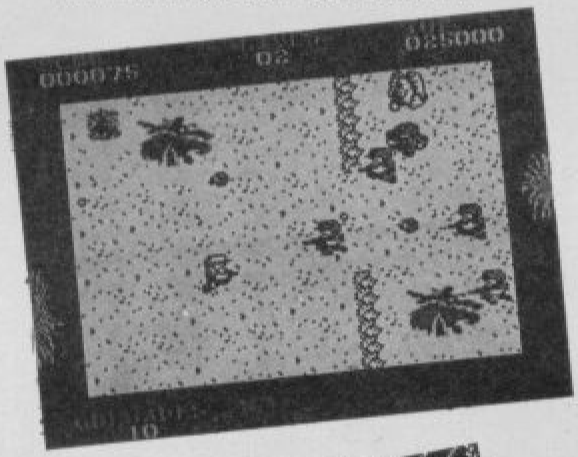
Code Masters/£1.99

Or *Commando*, by any other name, as you blast and shoot yourself through some benighted warzone in the knowledge that sooner or later your number(31) is up.

Instead of scrolling vertically, as all previous *Commando* 'tributes' have done, this at least has the wit to scroll horizontally, and the sprite too is satisfyingly large and visible. In fact this is really quite fun, even if it is more derivative than Stock, Aitken and Waterman. Your little fellow can move diagonally as well as in the normal four directions — good news, as his main task is to avoid the many bullets that his opponents fire at him. Fortunately, although the game itself is as fast as you'd wish it, the bullets are dead slow, so dodging them is not too tricky.

Also important is to avoid getting close to the enemy, as there's hand-to-hand combat in this game — find yourself next door to a gook and you're severely dead.

In all there are four 'combat zones'



(levels), which should keep anyone who's seen *Platoon* too many times very happy. The programmers have also picked up loads of tricks from *Green Bert, Vindicator* and such like, which makes *SAS Combat Simulator* (surely the most desperate Simulator title yet) rather a greatest hits of programmers' tricks, but it's no less fun for all that.

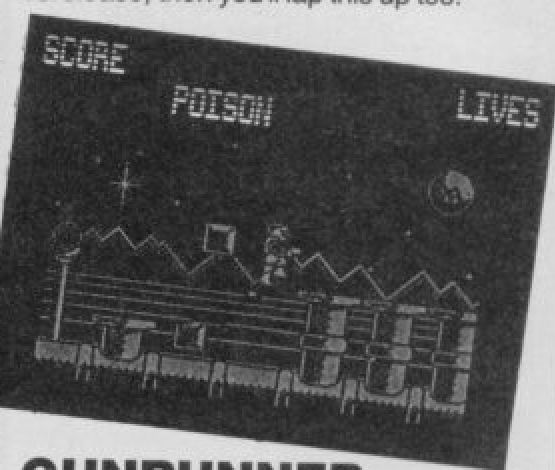
Still, I hope you'll excuse me if I return to *Technician Ted*...

TECHNICIAN TED

Rack It/£2.99

When you load this up, you realise with a certain element of shock how long it is since anyone released a platform game in the traditional *Jet Set Willy* mould. After all, shoot 'em ups haven't gone out of fashion, 3D isometrics are still with us, and there are still games coming out called *Revenge Of The Ninja Aubergines*, but nothing quite as platformy and pixel perfect as *Technician Ted* ever sees the light of day.

It's very similar to *Jet Set Willy*, but far far slicker, with more to look at and more to do. Getting past each screen requires thought as well as arcade skill, and initially it's hard to get anywhere. For one thing you soon learn not to jump down every hole you chance upon, and of course every femtosecond counts. I'd never recommend this to everyone — because, let's face it, lots of people detest this type of game with a vehemence bordering on violence — but if you caught onto *JSW* on its recent rerelease, then you'll lap this up too.

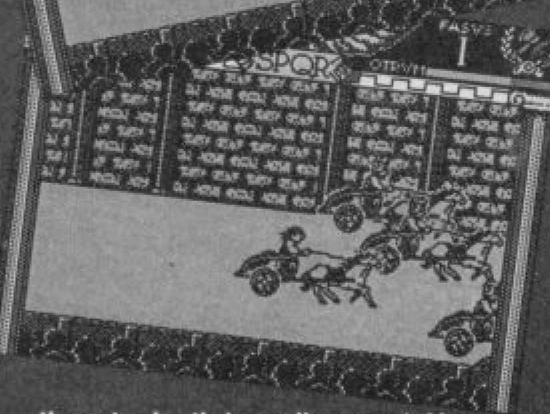


COLOSSEUM™

Kixx/£2.99

It's not often that Kixx releases an original game, the label mainly being concerned with recycling old US Gold and Gremlin games (and a v.good job it does too). But for some reason our Spanish chums have a small problem being taken seriously in this country, 'cos it's amazing how many games of theirs crop up on cheapie labels when there's a chance that they'd have done just as well at full price. Still, that's to our benefit if not theirs, as games like *Colosseum*™ sometimes crop up. The idea's fairly straightforward — you're a participant in a death-at-all-costs chariot race around the colosseum, and for obvious reasons (you like staying alive), it's rather important that you win. To do so you must negotiate four circuits of the track, taking care not to smash into any boulders or specially built walls as you go round, and should you come up abreast with any other charioteers, you must fight







them to death (usually yours). You start with a mere hatchet, and by killing charioteers with better weaponry and then nicking what they drop, you gradually upgrade to a lance, which kills instantly.

Now I'm not going to pretend that this is the most original or profound game I've ever seen, but it's an awful lot of fun, and quite difficult at first. The chariot sprites are huge and detailed, and the gameplay is fast, well balanced and thoroughly engrossing. Which means that at three nicker this is a bargain and no mistake, guv. Worth a punt, I'd say.

GUNRUNNER

Rack-It/£2.99

Now if it's HARD shoot 'em ups you're into, this is the business. *Gunrunner* first appeared from Hewson in 1987, and it hasn't aged a picosecond. The scenario's simple enough — you're another of those lone warriors protecting the universe against a load of alien thingies whose idea of strategy is flying around in a straight line, waiting to be picked off.

Running from left to right along a network of pipes and things on the surface of the planet Zero, you encounter some of the zappiest nasties this side of Mike Tyson, and all against a clear monochrome background. It's smooth, it's fast, it's different (a little like *Uridium* crossed with *Cobra*), and it's viciously hard — not to be tried by anyone who doesn't like a challenge. There are certain goodies you can pick up along the way — a jet pac, for instance, lets you fly around the screen for a brief period, while a shield grants you temporary invincibility — but essentially it's blast-and-avoid, blast-and-avoid. Cracking good fun, and another reason why a Hewson's Greatest Hits would be a memorable addition to anyone's software library. (So why haven't you done one, Andrew?)

WANDERER

Elite/£8.99 cass/£12.99 disk



Macca Space . . . the final frontier.... the great blackness . . . a span of infinite clichéd nothingness. And you have the urge to zipadeedoodah your atoms across the aforementioned inky void. So far we've been subjected to the likes of *Elite* and *Ringwars*, and now here's another intergalactic space trading, alien-ionising game to contend with — *Wanderer*.

And it's in 3D.

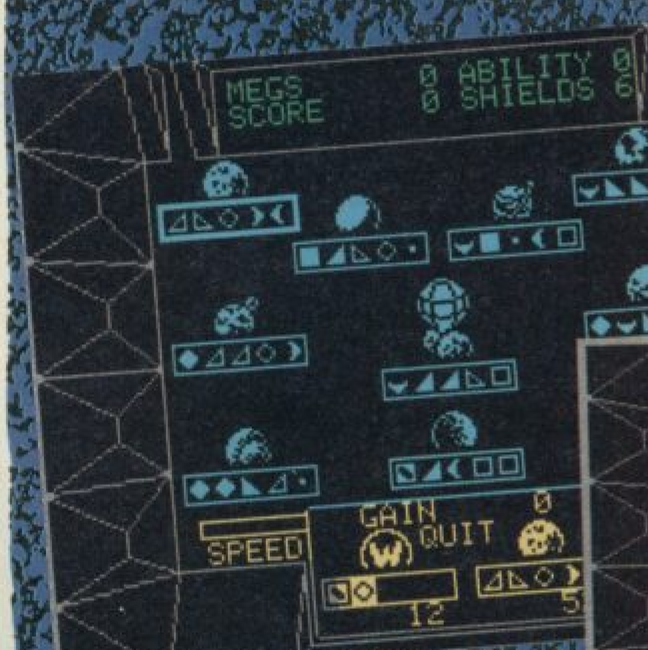
But it's not your average shandy-drinking isometric effort, or indeed the normal shoulderpad-wearing vector graphic jobbies — this is the real thing. A true 3D out of your screen and into your lap experience. You even receive a pair of those zany red blue spectacles to wear while playing.

You play Wanderer, cosmic mercenary, playboy and philanderer with a reputation (when he's in orbit, lock up your daughters and your chickens). He's been hired to destroy Vadd, a sort of intergalactic space tyrant cum futuristic Thatcher figure, and his army of War Drones. One problem though — the Wanderer has already proved himself a dab hand with the ladies, but when it comes to interstellar combat he's less than impressive. So, in order to roast Vadd's butt (as it were), he has to trade and obtain enough money to buy a Disrupter, and then enter the Vadd Sector, but if he gets a Quadmag he can enter a black hole. Well, something along those lines anyway.

There are ten planets, three black holes, and numerous space sectors. These are represented on a gridded map. Your movement is restricted to one sector per go until your proficiency rating has increased. This is done by cutting great radioactive swathes through the opposition and doing it with the minimum number of shots.

When you reach a planet (after warping across the galaxy) you take control of a gun turret and have to cut a few neighbouring war drones into small, three by six, cube shaped pieces before you are allowed to trade.

The trading system is quite clever. The planet has a 'hand' of five symbols, which are basically a futuristic version of poker cards; you have the symbols you gained by vaping the enemy. The aim is to improve the planet's hand by swapping one or two of yours. An improvement runs along the lines





TANK ATTACK

CDS Software/£12.99



Richard I had high hopes for *Tank Attack* after reading the press release that came with it. Nice solid box, 40 cm square board (yes, that's right, *board*) divided up into hexagons just like a real wargame, glossy rule-book – all right, so the 'Made in Taiwan' plastic playing pieces were a bit of a let-down, but you can't have everything . . .

Unfortunately, after loading up and sitting down to play through the game, I realised that what I had in front of me was a major disappointment. So much so that not only would I not buy it, I wouldn't even bother playing it if I hadn't been given it.

For one thing, you can't play against the computer – the game can only be played by two, three or four players. You never actually input any moves or positions into the computer, because it doesn't have a map in its memory and all movement is conducted on the map, in full view of all players. This is ridiculous. The whole point of marrying a computer game with a board game is to get the best of both worlds. The computer should be used to simulate the 'fog of war.' You should only get to see enemy units when your troops on the 'ground' actually see them. The computer should also be handling logistics, morale, weather, propaganda, intelligence operations – and handling them properly, not just acting as a glorified dice-rolling machine, as here.

In fact, in *Tank Attack* the computer is used throughout as nothing more than an electronic rules book and a random number generator.

The object of the game is to get one of your units into the enemy's headquarters hex, then destroy it. But the icon for 'attempt to destroy enemy HQ' is on the screen at all times: so you can just select it, press fire, and that's it, the game is over. Great. Big deal.



of normal poker hands, like three of a kind, a run, two pairs and so on. The better you make a planet's hand the more dosh you make, and your goal is 8000 creds.

Space is the same as it's always been. A mass of oncoming pixels and very little else. Enemy craft enter the vacuum and can be manoeuvred on screen by consulting the two scanners. As there's no target or sights you have to align the enemy up in your imagination, pump on the fire button, and pray for the best. And if that fails then running head on into them normally does the biz.

I was very dubious about the game on the first load. The vector graphics, by today's standards, are very primitive and basic and slow. Even the trading system seemed to be beyond my grasp — not that I'm thick or anything (cough). But I was pleasantly surprised by the 3D effect — it worked quite well. Not that I was ducking and diving to avoid fragments of blasted aliens as they popped out of the screen or anything, it was just good, but it did slow the game down a bit more. Gradually though I warmed to the game, especially when I got my nodules around cosmic poker playing.

final

71° 50°

65° 75°

Diagnosis

Seemingly naff space trading game which really begins to glow when you turn on the 3D effect.

69° verdict

final

10° 10°

11° 10°

Diagnosis

A bit of a disappointment for hardened war gamers, but some of you might like it.

15° verdict

BUTCHER HiLL

Gremlin/£7.99 cass/£12.99 disk



Matt I'm a bit young and a bit English for Vietnam to have meant very much to me, but goodness knows I've played it enough times on the Speccy. You can imagine my chortles of delight at Gremlin giving me yet another shot at the blooming thing then. Ho hum.

Butcher Hill comes in three loads, with a level on each. The first takes you (in a rubber boat) along the river deep into the jungle. In the second you make your way through the undergrowth towards the enemy camp at Butcher Hill shooting gooks as you go, and in the third you attack their camp, blow it up and rescue all the prisoners of war. Yep, I guess someone at Gremlin's been watching too many Chuck Norris movies again.

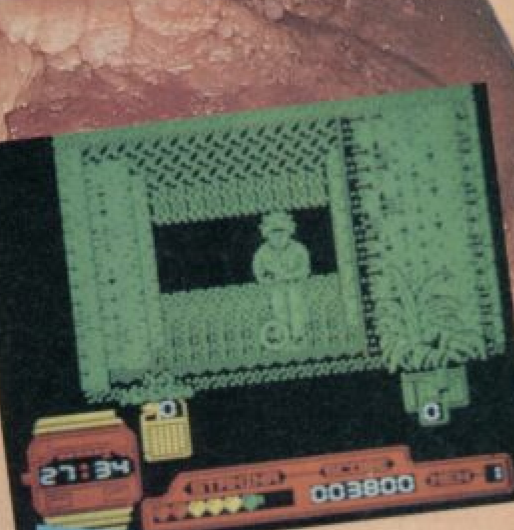
In level one, which seems to go on forever, you steer your rubber dinghy down a long winding river. You begin with six lives, but can add to these by driving over extra stamina barrels which are floating in the water. Similarly, you can pick up more bullets from other barrels. However all's not sweetness and light – there are floating mines to be avoided, reeds which send you temporarily out of control and rocks that bounce you up in the air. Added to this, planes make constant straffing runs at you, their bullets hitting the water in a rather neat effect. There's no way to shoot them down unfortunately, but you can blow up the mines if you're quick enough on the trigger. This is done with a floating gun sight (á lá *Operation Wolf*) and a fast eye – for until you get very near to them, the mines and the reeds are nearly identical, and you don't want to waste precious bullets on a bunch of bull-rushes, do you?

Occasionally the planes that pass overhead are on your side and drop bonuses to be picked up, one of the most important being a compass that you'll need in the second load. Eventually you reach the first of three jetties where you are meant to land and enter the second load. Oh, this is okay, I thought. I'll just... Ker-Blamm! Oops, I appear to have hit the jetty and blown up.

Let's try again. I fought my way through the first level again until I reached the jetty. Right, let's be careful here, let's take it gently and tie up just so, let's... Ker-Blamm! Oh dear. Let's try it one more time. Careful, careful... Phew.

I'm now in the jungle, and a bit stuck because I've failed to pick up the compass. But I don't care, 'cos this is where the game gets a lot more ambitious in what it's trying to do, and so even though it doesn't always work too well I've got a bit more time for it.

A gunsight hovers in the middle of the screen and behind it I can see the jungle. We're talking serious *Operation Wolf* here. I waste a few rounds on the jetty trying to pick off non-existant enemies then head off into the jungle, which is most surreal and weird. It's all very dark and green and though I can, in theory, turn around 360° and head off in any direction, I mostly just bump into trees and the screen shakes rather disconcertingly. Two or three directions lead towards visible clearings though, so I head off along one of these paths for a while. Occasionally I come across enemy soldiers and have a shoot out with them. More often than not I die (There are land mines underfoot and all sorts of other trouble too. Yikes!)





Finally, level three which I have to admit I didn't get to, but which involves blowing up every building on the hill with grenades before you've won. And that's it. All pretty unmemorable and unremarkable, really, and of course absolutely nothing to do with how the Vietnam war was actually fought. I (luke)warmed slightly towards the gameplay of level two, but the whole thing had a slightly unfinished feel to it and can't really be recommended.

final

51° 55°

60° 60°

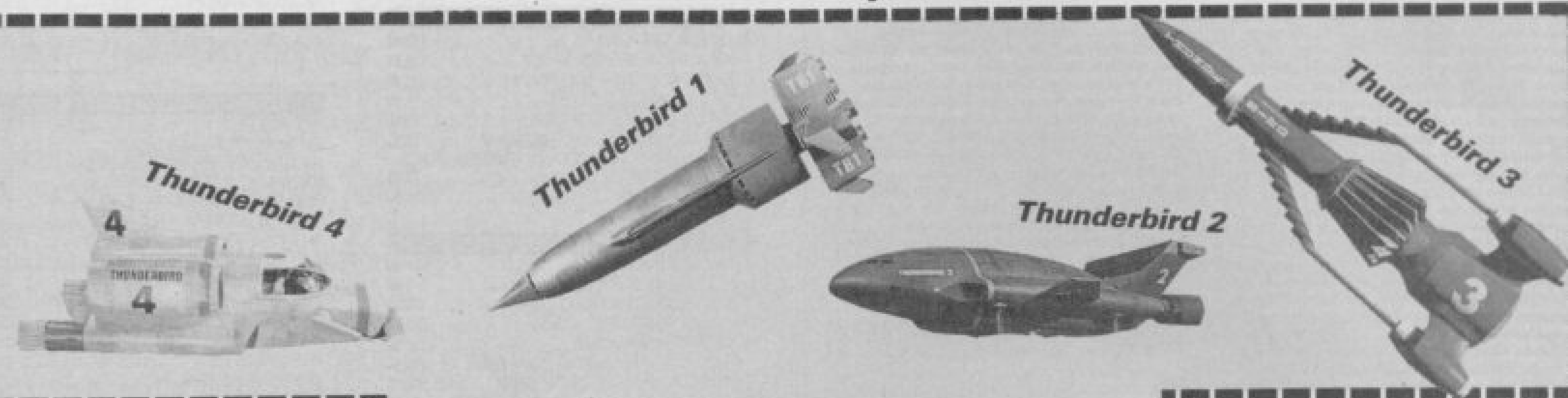
Diagnosis

An uninspiring idea for a game tackled in a pretty uninspiring way. No *Operation Wolf* (no matter how hard it tries).

57° verdict

THUNDERBIRDS ARE GO!

15 Thunderbirds packs of a *Thunderbirds* video, *No Strings Attached* EP record and gleaming Thunderbirds enamel badge must be won! They're F.A.B!





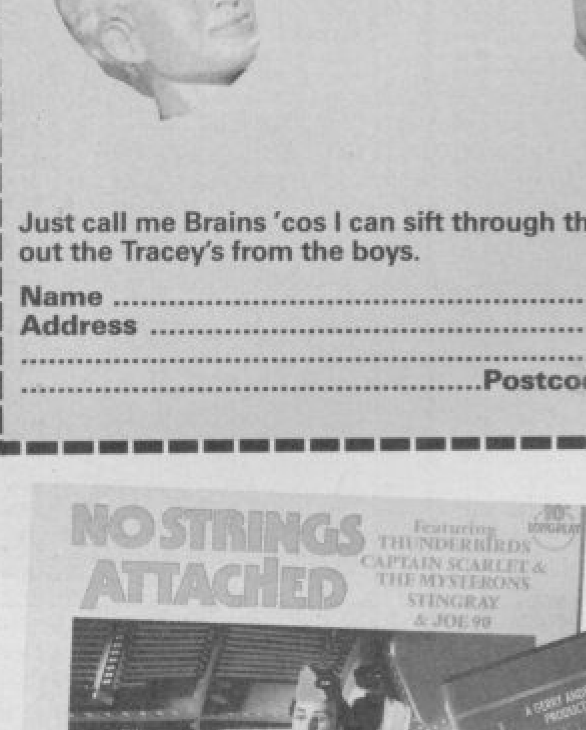
Brains: G-g-g-g-gee Mr Tracey, is *Your Sinclair* really g-g-giving away all those g-g-g-great p-p-p-prizes? Just the thought m-m-m-makes me g-g-go g-g-goosepimply all over — just like a V-V-V-Virgil, touched for the v-v-v-v-very first time!
Mr Tracey: Don't be a perv Brains and go and invent Grandslam's new *Thunderbirds* game.
Brains: Okay Mr Tracey. It should be real g-g-g-good. It f-f-f-features all of us *and* our arch enemy The Hood.
Mr Tracey: Just the sort of thing International Rescue needs but what is Grandslam offering those special *YS* readers as prizes in this swanky little compo?
Brains: Scott, Gordon and Virgil have that classified information. I'll radio them.

F.A.B. Prizes Up For Grabs

Scott: Gordon Bennett!
Gordon: The name's Tracey. Great Scott!
Virgil: He's not heavy he's my brother.
Scott: Actually I am quite heavy at the mo, 'cos Thunderbird 1 is weighed down by all these *YS* prizes.
Gordon: Gosh Scott. Tell us what they are.
Scott: Well, there are fifteen packs of *Thunderbirds* goodies up for grabs. Each one has a *Thunderbirds* video containing two sensational episodes, a très swish enamel badge *and* a 10" EP with the *Thunderbirds* theme tune, *Parker Well Done* and a few other memorable Gerry Anderson theme tunes too. And it's a cinch to win! Even Lady Penelope could do it!

Just call me Brains 'cos I can sift through the ships and sort out the Tracey's from the boys.

Name ....
Address ....
....
....**Postcode** ....



How To Score

Lady Penelope: Will we need Brains to stand a chance of winning one of these F.A.B. *Thunderbirds* packs Parker?
Parker: No M'lady.
Lady P: What about an anorak then Parker?
Parker: No M'lady I've already got one!
Lady P: Well tell me what I have to do to get my beautiful slender fingers on the goods.
Parker: Well M'Lady all you've got to do is match up the *Thunderbirds* craft with the correct Tracey pilot. So if you think Virgil is found behind the wheel of Thunderbird 1 then draw a line connecting Virgil to Thunderbird 1.
Lady P: How splendid Parker.
Parker: Yes M'Lady and then all you do is rip out the page, or a photocopy, and send it to We May Be Called Tracey But That Doesn't Mean We're Girlies Compo, *Your Sinclair*, PO Box 1509, Enfield, Middlesex, EN1 1LQ. All entries must be in by May 31st.

RULES

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• No strings attached when entering this compo — though if you don't get your entry docked by 31st May you'll get absolutely nothing.
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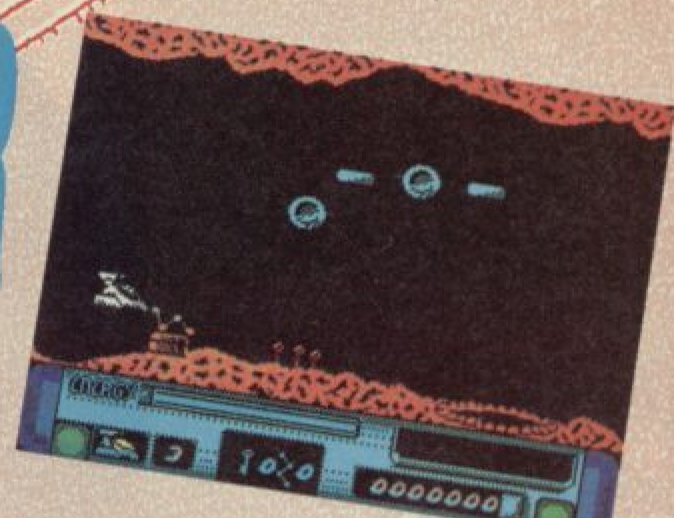
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DNA WARRIOR



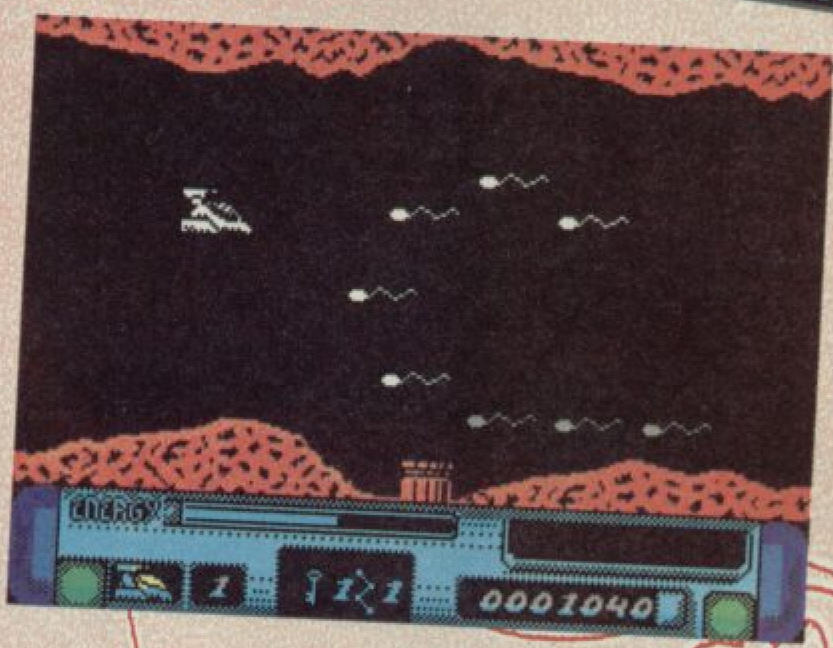
Aartronic/£9.99



Marcus This one looked promising. The company I had never heard of, but the packaging was pretty impressive, and the screenshots (Atari ST, natch) gave the impression of a really spanky new shoot 'em up.
Ah, but what a disappointment. Aartronic only turns out to be the latest new label from Cascade, and the game to be distressingly mediocre.

The idea's quite neat – a rip-off, essentially, of the film *Innerspace*, which was itself a rip-off of a really silly sixties movie called *Fantastic Journey*, starring the young Raquel Welch (yum). You, you poor sap, have been miniaturized, along with your ship and injected into the bloodstream of some barmpot professor who has been experimenting on himself with pure DNA. In fact the plot's quite ingenious, particularly in the maze-like way it all boils down to a simple shoot 'em up.

Unfortunately the same care has not been lavished on the game itself. Like every shooter since *Nemesis*, this one involves a sideways scrolling screen, lots of things coming at you, and the ability to get extra weapons if you polish off an entire wave of nasties. But even though others in this genre have been lightning fast, with amazing backgrounds and brilliantly zappy nasties, *DNA Warrior* somehow manages to be incredibly slow, dull to look at and initially very confusing.



You start by moving at a very leisurely pace along what appears to be an artery (it's red –



there's no other clue). Nasties come at you in familiar formations, but just as you're getting the hang of it, they stop. In fact, everything stops when you reach what appears to be the end of the artery, and you sit there and wait, sometimes for up to five minutes, for your craft to turn round and go back. (Clearly some sort of bug is at work here). On the way back boulders come flying at you, which seems a little strange, but then perhaps the Prof is a vegetarian and eats loads of rye bread, with all the healthy sand and soil that the stuff seems to contain. Anyway, this part is the most fun, even though you're never too clear why you're doing it.



After half an hour or so of this, you notice that there's a crater down below, and you wander down to it. To your initial surprise and pleasure (soon followed by excruciating boredom) you see that there's another artery down there, with more nasties, and at the end, a key, which needs to be picked up. The boredom hits you when you realise that this artery's almost exactly like the first, and the only way out is the way back.

There are other backgrounds – most looking so like alien cities that you suspect that this originally started out as a completely different game. But after wrestling with it for an hour and a half I was bored.

In fact *DNA Warrior* does have the seeds of a decent game hidden somewhere in its unchallenging and drab exterior, but you have to search mighty hard to find them. The Speccy market is still going strong, years after everyone went to the funeral, but games like this do little for its life expectancy. Don't encourage them.



final

48° 52°

50° 48°

Diagnosis

Shoot 'em up with neat storyline sabotaged by relentlessly dreary and unoriginal gameplay. Simply not a full-price product.

41° verdict

The Complete Works Of Gerry Anderson.



SUPERCAR

Erm, this one's about a bloke who had a car which was, erm, sort of 'super.' Of limited appeal, because the puppets were very basic and we're all too young to ever have seen it. Our hero had a suitably brill Gerry Anderson name though — Mike Mercury! Let's step swiftly on to...

FIREBALL XL5

This is more like it! The adventures of Steve Zodiac, his sidekick Zero and robot Robert flying around space on missions for the World Space Patrol. Featuring the classic theme tune, "I wish I was a spaceman, the fastest guy alive, I'd fly you round the Universe in Fireball XL5."

STINGRAY

First of the real classics. Troy Tempest, Aquamarina and pals patrolling the oceans in the supersub Stingray from their base at Marineville. Featuring the greatest submersible in history, the meanest villains (the Aquaphibians) and the best opening lines: "Anything can happen in the next half hour..."

THUNDERBIRDS

So famous they've named a real disaster relief organisation after it (International Rescue), the adventures of Scott, Virgil and the rest are Gerry's finest (half)hour. F.A.B.

CAPTAIN SCARLET AND THE MYSTERONS

"Remember Captain Scarlet is indestructable! You are not! Do not try to imitate him!" Phew! Good job they told us, eh viewers? Taken over by the alien Mysterons, Captain Scarlet fell off a skyscraper one day and found he was a) cured b) indestructable. What a stroke of luck! Not only that, but he was a more realistically proportioned puppet too than those poor gangly Tracey boys. Some people get all the luck.

JOE 90

A stupid poxy nine year old kid who could borrow other people's brain patterns, had a car the size of a bus and wore glasses. What a load of old cobblers.

UFO

First of the live action heroes, pseudo-American Ed Straker led the secret defence against hostile alien spacecraft trying to steal human organs (or something.) Famed for some crap earth defence ships that had only one (very big) missile which always missed. Oh yes, and for some very dodgy acting.

SPACE 1999

Much more your standard *Star Trek* rip off with incomprehensible plots, an, erm, 'unlikely' premise (that the moon should be blown out of orbit and go through a space warp or something to another galaxy with people still living on it) but admittedly brilliant special effects. Acting was at least three times better than in UFO (though still not very good.)

TERRAHAWKS

A return to puppets and a *Thunderbirds*-ish theme, but with 'famous' actor voices (like Windsor Davies as a rotund robot Sergeant-Major) and with heroes called Tiger Ninestein and Kate Kestrel (and they're the sensible ones!) Not quite the success it was expected to be, but Gerry's currently touting around the idea of a *Thunderbirds* live action movie, so anything could happen.

Conclusion: Gerry Anderson is a complete fruit loop.



MISSION ONE — MINING DISASTER

Brains: Gee, t-t-t-thank you, Mr Bielby. In the f-f-f-first mission V-V-V-Virgil, Alan and I must rescue a group of m-m-miners who are trapped in their m-m-m-mine cage deep underground, but the whole t-t-t-tunnel system is flooding, leaving them not v-v-v-very long at all before they drown.

V-V-Virgil drops Alan off from Thunderbird 2 and he m-m-must make his way down from the surface towards the stricken m-m-mine cage, while I h-h-have to tunnel in at the bottom of the system in the M-M-M-Mole and reach them from there.

Alan: Hey, Brains I'm in this one too, you know! What you haven't said is that there are various tools we have to pick up and use (like spanners and hammers), falling stalagtites to dodge, gaps to leap and so on. Unlike on TV we can walk about on our own pretty well too (though Brains still looks a bit funny if you ask me) and do some great comic 'business.' At various points Brains looks out from the telly and talks to the player, and there's one great bit where he whizzes across three or four screens hanging off the back of a run-away mine car. Yaaargh! Over to you Gordon.



-BIRDS

Thunderbirds are go! *Matt Bielby* takes a gander at Grandslam's newie based on the TV 'classic'.

Back at my school they called you a bit of a jessie if you were bang into *Thunderbirds*. I still had a Dinky Thunderbird 2 (though I lost the little submarine that came with it), a plastic Thunderbird 1, a Lady Penelope Rolls Royce and a Spectrum Patrol vehicle but I kept them hidden guiltily under my bed where my friends would never see them.

These days though, there's no need for secrecy, 'cos *Thunderbirds* is pretty trendy. So what a pity that Firebird made such a pig's ear of the licence when it released the first *T-birds* game back in late '85. *Rick Robson (Who he? Ed.)* called it a 'lazy maze game,' and basically it was just a load of old tripe. Even rabid *Thunderbirds* fans quickly bunged it down the software dumper.

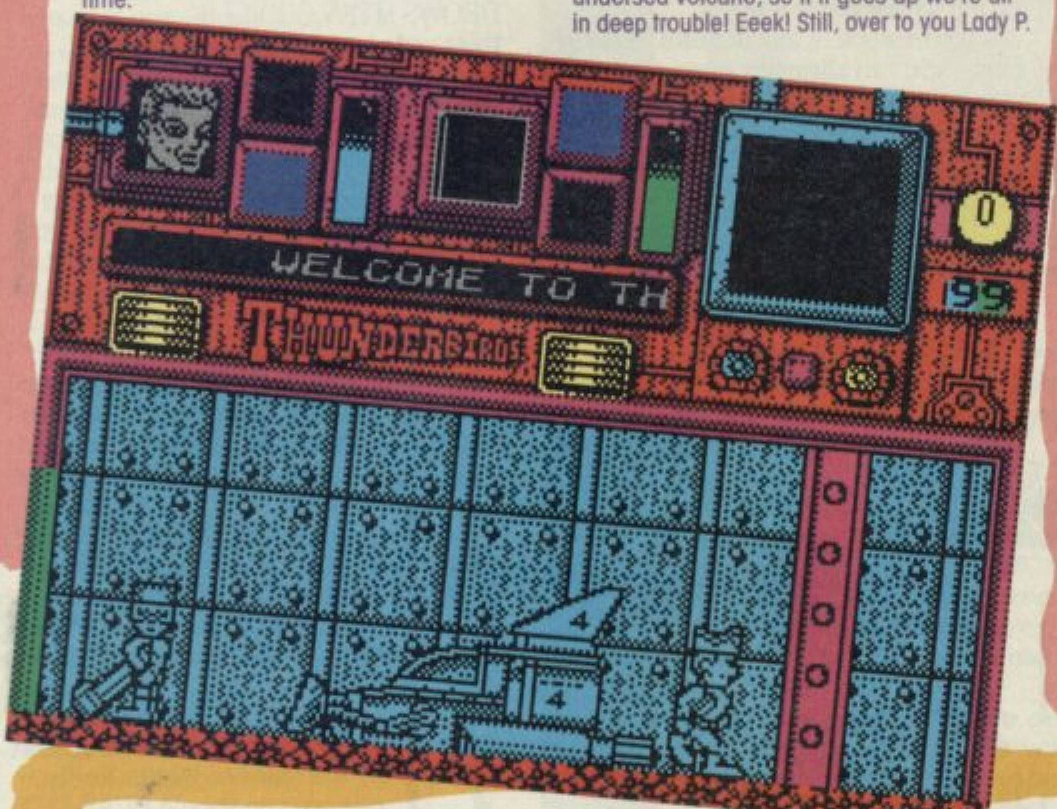
Four years on though we now have a new version courtesy of Grandslam, which thankfully has absolutely nothing to do with the first. But is it any better? Let's take a gander, shall we?

Thunderbirds (2?) is basically four games in one, and takes the form of a two cassette multiload. There's one mission on each side of the tape y'see. In each mission you control two Thunderbirds characters at once and toggle between them using the space bar. But why should I explain any further when there's the perfect chappie to tell you all about it right here in the first level? Take it away B-B-B-B-Brains...

MISSION TWO — SUBMARINE CRASH

Gordon: Hi, I'm Gordon Tracey, but you might know me better as 'the one that doesn't get to do very much.' I drive the little yellow submarine which might be quite crap, but isn't as bad as having to sit in that poxy space station like John does all the time.

Anyway, I take part in the second mission in the game and this involves me taking Thunderbird 4 down to rescue the crew of a sunk nuclear submarine and shut down the reactor. It's not as easy as it sounds though. 'Cos it's sitting on the edge of a dormant undersea volcano, so if it goes up we're all in deep trouble! Eeek! Still, over to you Lady P.



MISSION THREE — THE BANK JOB

Lady Penelope: Yes, thankyou Gordon. Oh, Parker?

Parker: (Do-di-li do-di-li do!) Yes, Milady?

Lady Penelope: This is the one we're in, Parker. Mission three — remember? After the sub rescue mission those nice boys, Scott and Virgil find that International Rescue have been recorded on video and they're very worried about their super-technology becoming public for some reason. It's our job to break into the Bank Of England and take a peek at the top secret accident report to find out who holds the video — and why. So get your skates on, Parker!

Parker: I'll fetch the Rolls, Milady.

Lady Penelope: While he's doing that I've just time to tell you a few things about how you control two characters at once. You toggle between them using the space bar and in some adventures, like the Mining Disaster through the dangers to the required place. However, in later levels like our one there is a degree of puzzle solving involved too, and you'll have to do some pretty nifty toggling to get Parker and myself to help each other out. Anyway, it's over and out from me now, as here's Scott to talk to you.

MISSION FOUR — COUNTDOWN TO TERROR

Scott: Scott Tracey, here, the hunky Thunderbird 1 pilot and all round hero. My job is to recover the video of our air craft from International Rescue's arch-enemy, the Hood. Like our craft, this level must remain top secret, so that's all I can say about it. F.A.B.

And so there you have it, fresh from the puppet's mouths. One thing ardent *T-Birds* fans in this office (Yep, I was a bit shocked to discover we employ such obvious jessies!) were a bit disappointed to discover, was that at no point do you get to fly any of the Thunderbirds. Still there's a lot of game to be played here and no mistake. And if my guess is anything to go by (*Nope. Ed*) this looks like it might be a right little corker. Besides, if it isn't I've still got the freebie videos I've nicked from our corkendous *Thunderbirds* competition prize box as consolation (*Oh no you haven't! Your nicked, me old beauty! Ed*) Oops!



FAX BOX

Game	*Thunderbirds*
Publisher	Grandslam
Price	£8.95 cass/£12.95 disk

YS ADVENTU

A practical problem to start with, from **Shane Baker** of Essex, who asks, "With the Save mode that you get on most adventure games, do you save the part of the game you are at onto the actual tape the game is on, and when you reset the computer will it still be on the memory of the game?" Hold it right there, Shane!

First of all, NEVER try to save your game onto the tape that the game comes on. Most games won't allow this anyway as the cassette tabs at the back will have been removed to stop you pressing RECORD while the tape is in the machine, but don't even try it. You risk wiping out the original program, then you won't be able to play the game at all. When you have saved your position onto a separate tape, you will still need to load in the original game, then load in your saved position, next time you start to play the game — the data you save doesn't contain all the information to enable you to resume playing, which I think is what Shane was getting at. But while you're playing the game, you can save at any point, and have several different saved positions on your tape — in fact that's the best way of playing as you often find you have to retrace your steps to an earlier part of the game. As for resetting the machine, this wipes out what's in the machine's memory, including any RAM SAVE (if the game has such a feature). So don't do it unless you intend to reload the game from scratch and don't want to save your current position. For the answers to your other questions, Shane, send me a stamped addressed envelope and tell me exactly where you're currently stuck.

Tom Williams aged 13¾ from Lichfield says he's been stuck on *Mountains Of Ket* for years. What a twit! Oops, sorry, I really must stop insulting our wonderful readers. Anyroadup, my advice to young Tom is to ignore the cliff face, and to drop everything if you want to be able to swim in the river. And don't wait two years next time you're stuck.

Simon Hathaway from Plymouth asks about *The NeverEnding Story*. You should drop the crystal in the room with the ENIHCAM EGNARTS in it, to learn something you'll need later on. Don't kill the torturer — try bribery instead. I don't think the cape serves any useful purpose, but I may be wrong (there's always a first time!) For help on *Redhawk* you need to contact one of the experts, which counts me out. Try sending your sae and questions to someone like . . . oh, like **Gregory Quinn,** 71 Festival Road, Portadown, Co Amargh, N. Ireland BT63 5HE. And for help on all the other games you mentioned, send your sae to me and tell me where you're stuck.

If you're stuck in any of **John Wilson**'s games you can always try typing in various names to see if you get a response. John loves filling up the available memory with messages for friends (and others) to discover. If you've got *Behind Closed Doors: The Sequel* (and if you haven't, why not??) then try the following: YS, JUNE, EKIM, MANDY, ELISABETH, DOREEN, FRIENDS, TV, RECORDS, LIKES, DISLIKES, KAREN, ZENOBI, TED, SMART EGG. That lot covers everything from Keith Floyd to syrup sponges, although I refuse to be responsible if anyone's offended by some of the cheekier responses!



ILLUSTRATION: ANTHONY COLBERT

Robert Beavan from Hereford asks six zillion questions, so here are just a few of the answers. To get to the magic ring in *The Hobbit* you must first escape from the world-famous Goblin's Dungeon and then go SE/E/SE/E. Apologies for not writing that last bit backwards, but it wouldn't have been easy to do! To find the identicard in *Rigel*, first you ELCIHEV NI STAES ENIMAXE, and then you just STNEMUCOD EHT DAER. In *Inspector Flukeit* to get into the pub you must ENOB PORD. In *Shadows Of Mordor*, as soon as the skinny orc enters you should DROWS HTIW CRO LLIK, and repeat this, and also alternate it with asking Sam to do the same. It also helps if you specify in the input which orc you mean.

Talking of orcs, remember the sleepy orc in *Hammer Of Grimmold?* I said you got past it by simply killing it, but some people said that didn't work. It turns out the answer to the problem is different in more recent *PAW* versions, as opposed to the original *Quill*. Thanks to **Sue Medley** for the other solution, which is that first you must examine the orc to get a clue as to one of his little weaknesses, then you CRO RAEN NOGALF ECALP. Go away for about ten moves and then return.

Sue also contributes to the great *Jinxter* saddle controversy. First of all I said that you should ELDDAS TSOP to get it to the station, but some upstart by the name of **Denis Reilly** claimed you should KCAS EHT NI TI TUP instead and save yourself two-fergs. Sue chips in with the info that Denis's suggestion is easier, but doesn't earn you maximum points. The first method gets you 10 points for doing it, and then you must do a bit of busking for another 10 points, which also gets you a one-ferg ticket for the train so you don't need the two-ferg coin after all. Carrying the saddle KCAS EHT NI doesn't you get the equivalent.

At this juncture (you didn't realise we were at a juncture?), I'd like to give a rather belated thanks to everyone who sent me a Christmas card. Better late than never. Thank you, each and every one, except for **Greg Quinn** who told me to enjoy myself and not drink too much. Make your mind up, Gregsy-baby, it's got to be one or the other!

Karl Camenzulp from East Ham asks where to go once you've got the talking bomb in *Rigel*. You will have to DLEIFENIM EHT SSORC, and to do that safely you will need ROTCETED EHT — and know how to use it properly.

RES

news

Venture forth with Mike Gerrard

Any *Swords And Sorcery* experts out there? If so, make a note of this name and address, **A. O'Brien,** 30 Penrith St, Barrow-in-Furness, Cumbria LA14 2BP. This reader says he recently dug out his copy of this oldie, and after playing it for about an hour he realised why he'd given up on it in the first place: bugs! He's managed to get to Level four,, but can't get to the end of it despite the updated version of the program that he received when he complained at the time. A reasonable complaint, as one of the bugs causes his entire inventory to disappear from time to time! If anyone can help or advise, please contact this poor suffering soul direct.

C. Gallagher is also a poor suffering soul, but it serves him right because he went and bought *Not A Penny More, Not a Penny Less,* probably the worst adventure since the dawn of time. C.G. has been, "Stuck in the underground for a long time now, so any help anyone can offer would be greatly appreciated." Other suckers... sorry, other sufferers should send their help to 73 Loverock Crescent, Rugby, Warwickshire.

Nigel No-name writes all the way from East Doncaster, and before you say that's not a long way this is the one in Victoria, Australia! Among other things, Nigel asks how to save the woman from getting shot in *Jack The Ripper.* This is one of those fussy-input problems, so is worth repeating for other readers. The input you need is YDAL FO TNORF NI PMUJ.

Trouble with an input in another CRL game for **Mark Rawe** of South Ockendon, and he says he thinks the men in white coats will be taking him away soon if he doesn't sort it out. This is in *Wolfman,* and Mark's been told he must look in the mirror, but when he types LOOK IN MIRROR he just gets the location redescribed. I don't have a copy of *Wolfman* to check it out, but it sounds to me like the program's just reading the first two words and responding as if you'd typed in LOOK on its own. Try LOOK MIRROR instead.

James Handley of Barnes in London must be a quick adventurer. He starts his letter by asking for help on *Seabase Delta,* then by the time he gets to the P.S. he tells me it's okay 'cos he's finished it! *(Or a slow writer! Ed)* What he hasn't finished is *Inspector Flukeit,* where he needs to know what to do in the churchyard. First SEVARG EHT ENIMAXE. Then use the YEK LLAMS to unlock the gate. As for the vicar, just give him YRAID EHT and the mucky magazine! And no, I don't mean *Your Sinclair,* who said that? Kindly leave the page. Oh, we've all got to leave the page anyway because we're at the bottom. Byeeeeee!!!!



I know lots of you were disappointed that William Young had to close down his Spectrum Adventure Exchange Club recently. But now he's back, with a terrific idea, which is that Spectrum Adventurer will return, but this time purely as a means of publishing adventures. I'll let William explain what is planned.

"Your recent article on publishing adventures was extremely interesting but unfortunately it can be difficult for an author to find an outlet for his/her adventures — enter Spectrum Adventurer. Budding adventure writers — if their adventures are good enough — will have a ready market for their products. This means that authors can concentrate their energies on writing and leave the hard slog of producing cassette labels, inlays, mailing jiffy bags and the rest to Spectrum Adventurer.

"Spectrum Adventurer is not a profit-making concern, it exists solely to promote adventures. Any profits from the sale of adventures will go to the authors concerned. I hope to produce adventures on tape and disk, and details of the games will be sent each month, free of charge, to everyone on my mailing list. If anyone wants details all they have to do is send me their name and address."

The address of Spectrum Adventurer is 4 Kilmartin Lane, Curluke, Lanarkshire ML8 5RT.

Before the *Spectrum Adventurer* tapezine departed, it ran a competition to win a +3, which was open to everyone who bought its *Virus* adventure, and William Young has just announced the name of the lucky +3 winner — M. Morrison of Exeter. There were also seven winners of mystery prizes, and among those I recognised several *YS* readers, such as Allan Phillips, Walter Pooley and Mike Brailsford. Well done, chaps. Now that the compo is over, *Virus* has been reduced in price from £2.99 to £1.99, post free. I do recommend it as being very enjoyable, and well worth adding to your collection. Send your pennies to the Spectrum Adventurer address above.

Here's something that made me smile. I've just had the latest press release from Official Secrets, giving details of the exclusive Magnetic Scroll's game, *Myth,* that's being handed out free to members and to no-one else in the known universe. *Myth*'s been talked about for a few months now, and I was beginning to wonder if it really was a myth, so I liked the comment in the press release that said "Magnetic Scrolls has been working on *Myth* for, ooh quite a long time now really." Say no more!

But why so long? I asked Anita Sinclair. "Well, basically because it just grew and grew. At first the idea was that it was going to be a very small ten room adventure with about four puzzles, but as it was being written it expanded to about two dozen rooms and ten puzzles, and we kept wanting to make it better. Quite honestly, I think it's much too good now to give away!" Lucky Official Secrets members.

The good news for Speccophiles everywhere

though is that there'll be a text-only version of the game available on May 1st on disk for the +3 and on tape for 128K machines only, 48K owners will get a free copy of *Captain Blood* instead as part of *their* membership.

Membership costs £19.95 from Official Secrets, PO Box 487, Harlow, Essex CM21 9PH.

● And the next Magnetic Scrolls release? Anita Sinclair again. "I doubt if the next one will be out before September, which is a long way away, but it will be different. Don't get me wrong, it'll still be a text-based adventure, but we want to incorporate into it all of the ideas we've had about what adventure games could be doing, ideas we've had since way back when we were doing *The Pawn*. It'll be different, that's all I can say." But all Magnetic Scrolls' games are different (especially *Fish!*). "This one will be even more different!"

● **Now, quite a lot of you have written in to ask what has happened to *The Great Peepingham Train Robbery*, which I had an exclusive sneak preview of several months ago. This is the game written by Colin Jordan, whose previous effort was *Inspector Flukeit*, which endeared itself to loads of people, including me. Colin writes to tell me that *Peepingham* was originally commissioned by Top Ten Software, but after keeping him waiting for a whole year, it's now announced that it's no longer releasing adventures, so it won't be publishing it.**

Fear not though, *Flukeit* fans, Colin has decided to release the game himself.

Just to refresh your memories, *Peepingham* features our beloved Inspector Flukeit and his faithful sidekick, Blunders, this time called in to investigate a train robbery.

There's also a 128K version available now, and that features a few extra commands like RAMSAVE/ RAMLOAD and PIX to turn the graphics on and off. Either version is available on tape only for £2.99 from Axxent Software, Shirwedean, Sandyhill Road, Saundersfoot, Dyfed SA69 9HN.

The Pawns Of War, written and published by *YS* reader Les Floyd, will set you back £1 more than the usual price fixed for such offerings, but then Les is donating £1 from every sale the Wishing Well Appeal in aid of the Great Ormond Street Children's Hospital, a very worthy cause. He also says that the first two orders received that have *YS* written in the bottom left corner of the envelope will have their money returned and get the game for free. This chap's nothing if not enterprising!

Can he write a good adventure, though? Well, with a little help from his *PAWs* Les hasn't made too bad a stab at it. The story is set on the German-Austrian border in 1954, but the Germans are still the potential baddies as they're suspected of building nuclear missiles in a mountain hideout. You're on your way to investigate when sniper fire causes you to crash your jeep into the mountainside, so there's nothing for it but to continue on foot, try to destroy the base and make the pre-arranged helicopter rendezvous.

The game's only small, about 40 locations, with 12 of them having reasonable graphics to them. This is not a game that's going to tax the experts for very long, but newcomers should get more out of it. The problems are all fairly logical, and I progressed through it quite well, with a heavy use of the RAMSAVE feature. For this you type RS, although it isn't documented — but the author says better documentation will be ready by the time this review appears. The RAMSAVE is needed for the many instant deaths that are lurking, but I'm glad to see you're warned about most of them in advance.

There's a nice try at descriptive text, which is atmospheric without filling the screen to overflowing, like, "You are standing on a wide dry road beside the open mouth of a dark forbidding cave. The rock above looks down onto you, the sun's light turning the sandstone to the colour of blood." What a shame this hard work is spoiled by a great number of spelling errors, such as "a lenth [sic] of rope", and "hastilly" for "hastily." He does get his rope in a twist elsewhere too, as one bugette occurs when you've climbed down it. I thought I'd try GET ROPE, as some careless programmes allow you to do that despite it being tied to something a few hundred feet above your head, but here the response to GET ROPE was a mysterious "ENTER GAME POSITION." Hmm, I'll have to think how that one got there. A few other errors should have been spotted, like the bird's nest which you can see when you reach the top of a tree, but if you try to GET NEST you discover "There isn't one of those here." At one point you must JUMP ONTO BANK to get from one location to the next, but JUMP TO BANK doesn't work.

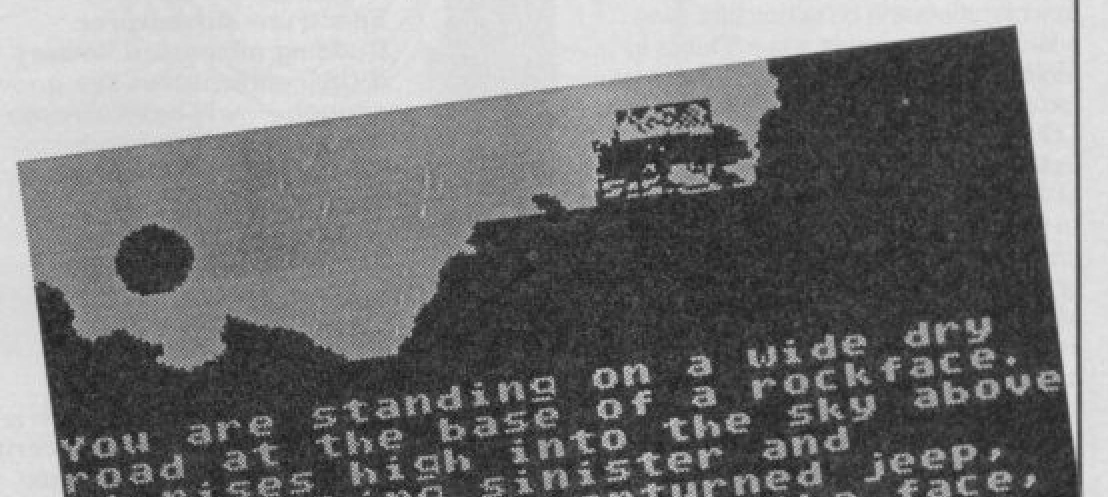
A shame about the sloppiness — more care next time, Mr Programmer. Not a bad little effort, but nothing to get wildly excited about.

Category	Rating (out of 10)
Graphics	5
Text	6
Value for Money	5
Personal Rating	6

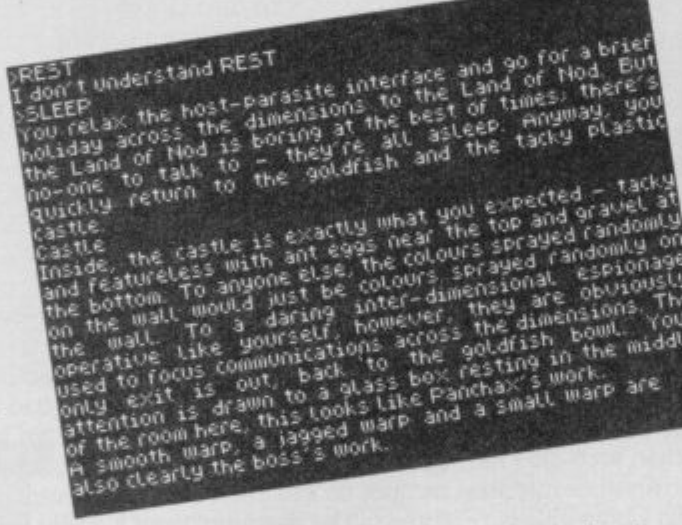
6

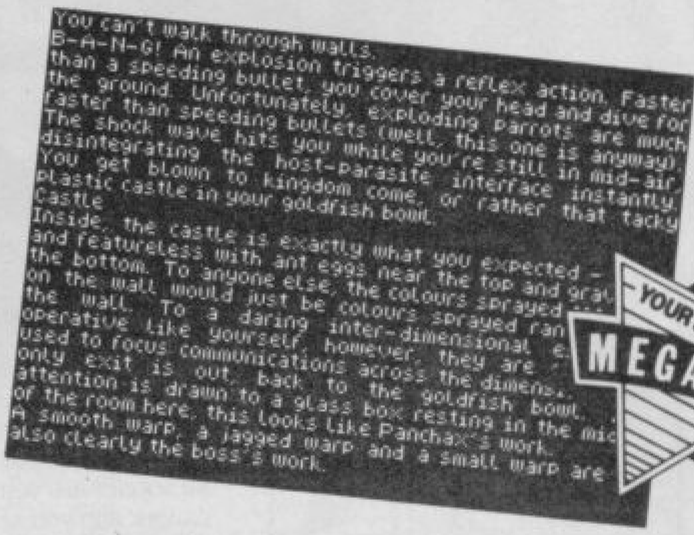
Title .... *The Pawns Of War*
Publisher .... Les Floyd, 37 Millriggs, Corby Hll, Carlisle CA4 8QP
Price £2.99

PAWNS OF WAR



FISH!





YOUR SINCLAIR MEGAGAME

I have to admit that *Fish!* (with its free exclamation mark) puts me in a tricky position, and I don't just mean at the start of the game when you're swimming upside down in a goldfish bowl. No, what I mean is that this latest Magnetic Scrolls title is co-written by our very own *Phil South*, so it's a bit difficult being objective when you've heard about the game from the start and seen the blood, sweat and beers that Snouty's put into the writing of it. Nevertheless, I shall try. I shall also try to avoid fishy puns, mainly because every one you could possibly think of (and some you wouldn't want to) have already been used in the game, or in the packaging.

Our old friend the blue box this time contains the inevitable disk — very sorry, tape-type persons, but this is about 170K of adventure — and a one-week travel card for the Hydropolis Underground Omnibus Company, which is not valid before 9.00am Mondays-Fridays, except Dogger Bank Holidays — gerroan! There's a Fish Identification Chart, a sheet headed "How to Look After Your Fish" and a document from the Mission HQ of the Department of Inter-Dimensional Espionage. At this point you might be forgiven for thinking. "Goldfish... espionage... swimming upside down in a bowl... what the fish is going on here?"

What you obviously don't know is that some fish are in fact really Inter-Dimensional Espionage Agents in disguise, and that means you. You thought you were on holiday in a bowl, but you are about to be recalled to duty by your boss, Sir Playfair Panchax, told to pull your fish finger out and get on the trail of the Seven Deadly fins, that dangerous group of inter-dimensional anarchists. To help you, your boss has conveniently sent you three time warps, and you can go through any of these at the start to revert to your normal state (whatever that is) and wind up in three different introductory adventures. It's through time-warping that the Fins manage to commit many of their dastardly crimes.

On the other side of one warp is a recording studio — the music business features very heavily in *Fish!* You might even find a cassette made by the Fins, and the machinery with which to play it — that's provided you're quick about it as the producer keeps asking you to make him a cup of coffee and if you don't oblige he throws you out on the streets, where you automatically warp back to your goldfish bowl — and warping hurts!

Another warp leads to you waking up in the back of a grotty van, and you now seem to be the roadie to a group of some kind, who've all gone and left you to wander round in the ruin of an abbey, trying to avoid the attentions of a group of hippies. This isn't easy, especially as you end up wandering past their camp-fire carrying a church pew. This does rather tend to draw their attention to you. By now you will have gathered that *Fish!* is one weird game, probably a love-it or hate-it job depending on the wavelength of your sense of humour. Anyone weird enough to read *YS* in the first place is probably going to love it.

I did have some trouble in the third warp, however, which leads to a forest clearing where another espionage agent, Micky Blowtorch (author of *Warping Along With Blowtorch*), is lurking. Not that he's very co-operative. In order to have a good look round the location where he was stubbornly staying, I asked him to go south east. The response was "Micky Blowtorch says, "What would anyone want to go Please insert the game disk and press any key." Now I know the game's weird, but not that weird. The game disk was already in the machine. I pressed a key. Same message. I turned the disk over, even though I knew the 'B' side was blank. Same message. I turned it back again, Same message. I switched off and reloaded and made a note not to try that again!

There were niggling parser problems elsewhere, too, partly due to the tricky things you had to try to do in the game. I thought the problems had just a bit too much emphasis on timing — doing things in the right numbers of moves, which means that you have to repeat actions quite a lot so as to work out the best order, that type of thing.

But one thing you cannot say is that *Fish!* is just another mundane adventure. It's one I've kept loading up, returning to each of the warps in turn and trying to make a bit more progress in the hope of getting through to the following major part of the adventure which takes place in Hydropolis. It's tough going! It's also full of funny finny jokes, leaving no fish unpunned, and no barrel unscraped in the quest for aquatic cracks. Spectrum adventurers seem to like that kind of thing — and they should definitely like *Fish!* (Can I have that fiver now, Snouty?)

Graphics
Text
Value for Money
Personal Rating
9

Title .... *Fish!*
Publisher .... Rainbird, Wellington House, Upper St Martins Lane, London WC2H 9DL
Price .... £15.99 (+3 only)

MEGAPREVIEW

PARISIAN KNIGHTS



ILLUSTRATION: SUZE DAWSON

Once again *YS* scoops the Spectrum competition to bring you the first preview of the new game from Abstract Concepts: *Parisian Knights*. It's written mainly by John Popkess, with help from his sister Anna 'Mindfighter' Popkess and their Abstract partner Fergus McNeill. All three came into the *YS* office recently with the one and only Spectrum copy of the game in existence, introduced me to the adventure, and then kindly left me to play it by myself for a few hours. This is a preview, then, and not a review, although the adventure was about 95% finished. Bear in mind that any quirks or bugs that I spotted may well have been taken out of the game in its final spit and polish.

From the future of *Mindfighter*, this game takes us back to the past, to November 1927 to be exact, and you are Phillip, a kind of 1920's James Bond figure. You're an intelligence operative for France's Bureau D'Affaires Internationale, and have just returned from a successful mission in London. But no sooner are you back than your life's in danger and you set off on another mission that will take you as far as China in this four-parter.

Part one is restricted to Paris, in and around the Bureau's headquarters at Chateau Lebian. In fact part one is very restricted, just 17 locations, and the aim is to pick up a bit of information (and a few objects), stay alive, and get out of Paris on one of the trains leaving from Clemenceau Railway Station. Billed as a graphic adventure, this part has just the one graphic, of the Eiffel Tower. Later parts have more pix, but not many.

The text is lengthy and true to the period, so it's no great hardship to switch the graphics off. There's the same control panel that *Mindfighter* featured, which comes up on-screen if you press ENTER without an input, and this allows you to choose various options.

Part one certainly has a lot of depth to it — but does it have enough content? Many people are wandering round, especially at the Bureau, and you can converse with these to a limited extent, but it doesn't seem to add much to the game.

The setting's convincing, and the characters and random messages give a sense of reality, but I wonder about the design of the problems, and the amount of adventure challenge that's in there. To get to part two you must catch a train out of Paris, with two choices open to you at the station: platform two goes to Geneva, and platform one goes to Baden. There's a ticket office for each platform, and a slip of paper in your pocket entitling you to a ticket on any Baden-bound train. You've also loadsamoney in your wallet, but if you try to buy a ticket for Geneva you're told you haven't any money! You can exchange the slip for a Baden ticket, but if you try to go back and get a ticket for Geneva you're prevented from joining the queue. This is obviously essential for the game's purposes, but it doesn't do much for reality.

The trains to Baden leave at 4.30, 12.00 and 19.00, and you pretty soon realise that your life depends on catching the right train . . . or on how you catch it. Instant death lurks with all three, and unfortunately lurks in several other places too — not my favourite way of leaving a game. 48K owners will need to save to tape and RAM regularly. But the main fault here is the design of the problem. Get to the station at the wrong time and you have to wait several hours for the next train. Each input only represents the passing of a minute, though you can WAIT 10, or WAIT 60 to hurry things along. I admit I was limited with not having full instructions, but WAIT 120 only resulted in 2 minutes going by, and WAIT 2 HOURS wasn't understood.

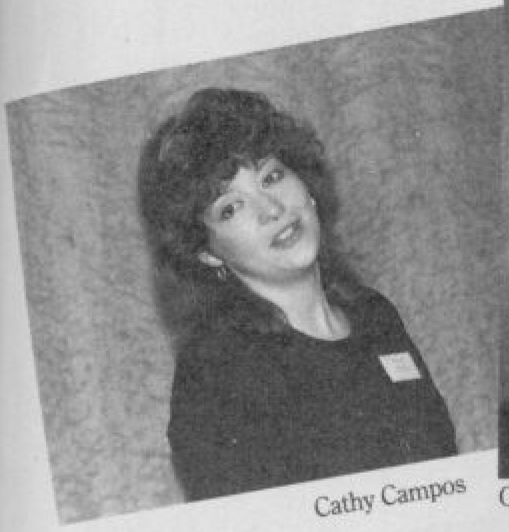
Okay, so you can type WAIT 60 several times, but this game does attempt to simulate real-time and the response to even a single WAIT 60 was that I had to sit back and watch while a schoolgirl in a straw hat walked by swinging her tennis racquet no less than six times (even at three in the morning!) and it really did seem like a genuine 60 minutes had passed before the prompt returned.

If I thought I was bored in Paris, believe me, I hadn't seen anything yet! Finally working out how to catch a train to Baden without getting killed, and still wondering if I shouldn't have been going to Geneva all along, I was then faced with a train journey of four hours. Yep, you've guessed what's coming. How do you pass 240 minutes/moves on a train with only four empty carriages for company? Isn't this taking reality just a bit too far? I mean, I didn't even have a paperback with me to read! Surely this journey time could have been skipped? All I could find to do was WAIT 60, WAIT 60, WAIT 60, WAIT 60 . . .

In Baden I thought things were starting to pick up. More locations to explore, and lots of locked doors! Hooray, this is what we adventurers want, proper problems! Then came the bit where I really started to tear my hair out. The hotel manager, Herr Kutter (geddit?), showed me to my room and asked me "Is this room satisfactory?" YES, I typed. "That wasn't possible." SAY TO KUTTER, YES. "He didn't seem to understand." Nothing worked at all. YES/NO/SAY YES/SAY NO/AGREE/DISAGREE/SAY TO MANAGER, YES/SAY TO KUTTER, YES/ SAY TO MANAGER, "YES". I couldn't get rid of the so-and-so, and in the end I tried KILL KUTTER. It worked! A bit awkward, having the body of the hotel manager in your room, but it should help to avoid paying the bill.

A final verdict on *Parisian Knights* will have to wait till the finished version arrives, but going by what I've seen so far there's a long way to go to turn this into an enjoyable adventure. A great shame, after the promise I thought *Mindfighter* showed.

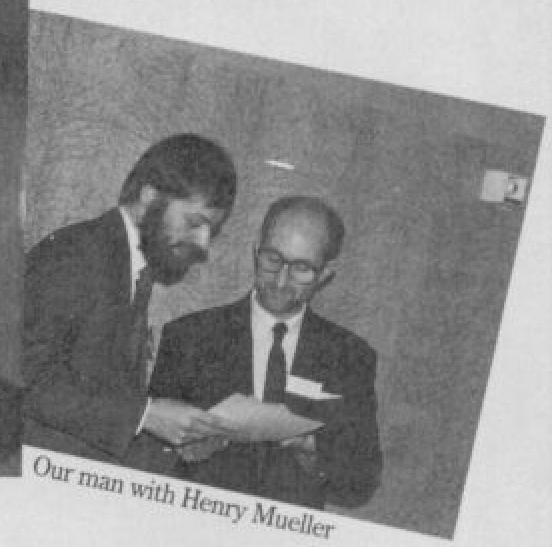
MIKE'S NIGHT OUT WITH THE STARS.



Cathy Campos



Our man in Madrid



Our man with Henry Mueller

The annual awards handed out by the Adventurers' Club Limited always have a special interest for me because they're among a few adventure awards voted for by regular adventure players. The Adventurers' Club, or ACL for short, has about 3,000 members, every one an adventure freak, so when they cast their votes you know they're doing it from experience.

The awards mean a lot to the software houses too, and this year the awards were handed out publicly for the first time, at the Sherlock Holmes Hotel in London's Baker Street (where else?). There were representatives from Mirrorsoft, Gilsoft, Level 9, Rainbird, Magnetic Scrolls, Electronic Arts and many many more, not to mention just about every magazine with a healthy adventure section — including *YS*, of course! Well, with a buffet and a free glass of wine on offer, how could I miss it?

Actually I nearly did miss it, as being a typical adventurer I tried to enter the hotel through the wrong door at the first attempt.

The 'evening' actually began at 4 o'clock, and by about 4.30 the free drinks were already being claimed. It was great to have a chance to chat to fellow adventurers for an hour or so before the awards were announced and, more importantly, the grub was brought out.

One of the highlights for me was being able to meet people who I only knew through their adventures, people like Linda Wright of Marlin Games, Jack Lockerby of River Software, and Tom Frost of Tartan Software, who'd travelled from Scotland just to be there.

With several people from the mail-order companies there too, it was pleasing that this year ACL supremo Henry Mueller had included a couple of new categories specifically for them. First was Mail Order Software Company Of The Year, and I was delighted when the winner was announced to be John Wilson's Zenobi Software. Regular readers will know the high esteem I have for Zenobi's games, so it's good to discover that others feel the same way. The only disappointment was that John wasn't able to travel down to be there, so I wasn't able to allow the Rochdale Balrog to buy me a drink to celebrate his victory. (Actually, I think that's the only reason he didn't come).

Next category was the Golden Shield, for Mail Order Adventure Of The Year, and again I was pleased to see the award go to what I felt to be the obvious winner, *Jekyll And Hyde*, written and published by Essential Myth. I think this is the only mail order adventure that's ever been made a megagame, when I reviewed it last August. And remember, you read about it first in *YS* as long ago as January 1988, when I ran my exclusive preview. It was a terrific honour for *YS* then, when Tony Bridge read out a letter from Essential Myth apologising for the fact that it couldn't attend but asking me to accept the award on its behalf because of the support it's had both from me and the *YS* readers.

Next on the podium was Dave Barker, who I know is a *YS* reader and has now been elevated to the lofty heights of the ACL council. Dave said a little about the commended adventures of the year, which were *Lancelot* and *Beyond Zork*.

Ken Matthews was called on to give the Golden Sword award for Role Playing Game Of The Year. Ken announced the Golden Sword winner as *Dungeon Master*, and was lucky enough to hand the award to Mirrorsoft's Cathy Campos, who sent our photographer into overdrive. I've never seen a telephoto lens zoom out so quickly. At least I think it was his lens. (Oo-er!) Next up was me. I was handing out the gong for National Software Company Of The Year, and the winner was . . . Magnetic Scrolls.

Henry Mueller then gave out the first award for the Fellowship of the Adventurer's Club, an honorary award to the peson or persons who have done most to further the cause of adventuring. This was won by Level 9.

Finally we got round to the main awards of the night, the Bronze, Silver and Golden Chalice Awards for Best Adventures Of The Year. These were handed out by Keith Campbell, ACL President.

In third place was Rainbird's *Legend Of The Sword*, not something Spectrum owners will have seen, although I know some of you also have STs and will know how good this release is. The award was collected by one of the programming team of Silicon Software. Back to the podium came a Magnetic Scroll to pick up the Silver Chalice for *Jinxter*, and then it was time to reveal the best adventure of 1988. What could it be? I was as keen as everyone else to find out, and just as pleased to discover that the winner was again my own choice, the game I described as Level 9's best ever release, *Ingrid's Back*. Three cheers for Ingrid — and for Pete Austin, who accepted the award on her behalf.

As Henry Mueller wound up the proceedings, it was nice to see Tom Frost stand up and suggest a spontaneous vote of thanks to Henry for organising it all. Well done Tom, and well done Henry. And then it was back to the nosh, and back to the bar, where the level of the scotch bottle was falling rapidly. Tom Frost claimed it was evaporation, but I didn't believe him.

It was a great evening, no doubt about it, and I only wished more ACL members had been able to be there to enjoy it. Maybe next year. I shall certainly be there though. After all, Linda Wright still owes me a drink!

COMMAND

US Gold/£12.99 cass/£19.99 disk



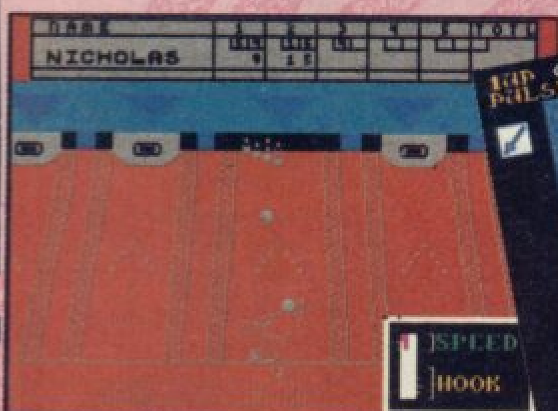
Matt What an odd compilation this is. No theme or concept to it at all, just lots of stuff from 1987/88 that sits together rather awkwardly, a bit like chalk and cheese. A sports sim here, a strategy game there ... surely nobody's going to be big on all of them?

Lucky then, that most of this lot are pretty good, there's even a smattering of mega-games, though I can't really rave about the opener...

10th Frame

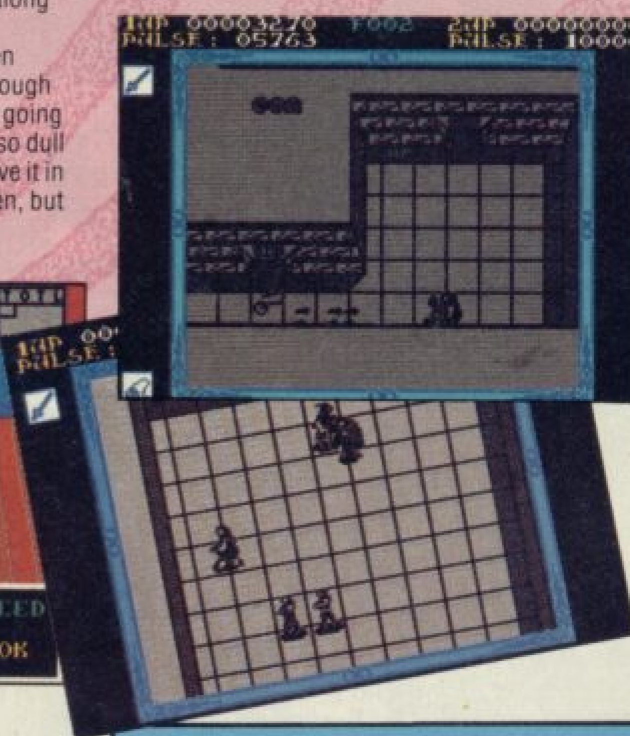
A ten pin bowling sim? Doesn't sound too promising to me and, ahem, it isn't. Don't get me wrong – it's a reasonable and challenging program struggling under the weight of an original game that gives very little to go on. There is only really one screen, with you as a little wire outline man bowling at the bottom, and the pins set up along an alley that stretches away in front of you.

You can take part in either League or Open bowling, with three different skill levels – though only the hardest 'professional' one is worth going for. What more can I say – the graphics are so dull that even the reasonable playability can't save it in my eyes. In '87 we gave it a (generous) seven, but in '89 I'll lean nearer 55°.



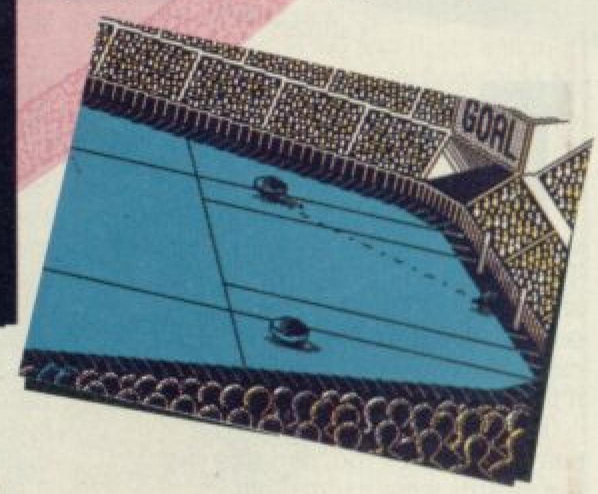
Shackled

A black and white *Gauntlet* clone that's a poor imitation of *Avenger, Ranarama* and the big *'G'* itself. Small sprites, bad collision detection and poor animation ruin what remains a playable concept, especially in two player mode. Not a highlight of this collection.



Xeno

This one's pretty damn good too. Very simple and very playable, it's a futuristic variant on ice hockey featuring two saucer-shaped craft instead of teams. You look down on the pitch from behind the audience and control your saucer by a bizarre system involving projecting a cursor which is connected to you by a dotted line, and then shooting off as if catapulted along that line. It takes some getting used to, but in two player mode, with the time limit on each move reduced to a couple of seconds, it's one of the fastest cut-and-thrusts (Oo-er) around.



The Armageddon Man

Eek! It's a bit hard this maintaining world peace lark. *Armageddon Man* is a sort of *Warring Nations Manager,* in which your task is to juggle the economic and military balance of sixteen different countries and prevent war breaking out by a combination of praise, aid, condemnation and military force. An icon driven strategy exercise, it's far too complicated to go into here except to say that it takes a lot of concentration and a strong memory – which is probably why I succeeded in provoking limited nuclear exchange within minutes! I'll have to stand by the eight (pre-Foreign Legion) Gwyn gave it, though I did find the task of keeping all these squabbling youngsters in line, a bit 'trying.'



Bobsleigh

Brilliant, this one. One of the best Speccy sports sims I've seen. It links a very fast and convincing race down the banked track – where you have to learn the speed and angle to take each corner – with a waggling push off and management aspect. You have to keep the cost of training, repairs and upkeep to a minimum, while aiming to earn enough in sponsorship money to buy a world class Olympic 'bob.' It's very easy to get into, hard to get good at and absolutely spiffing!



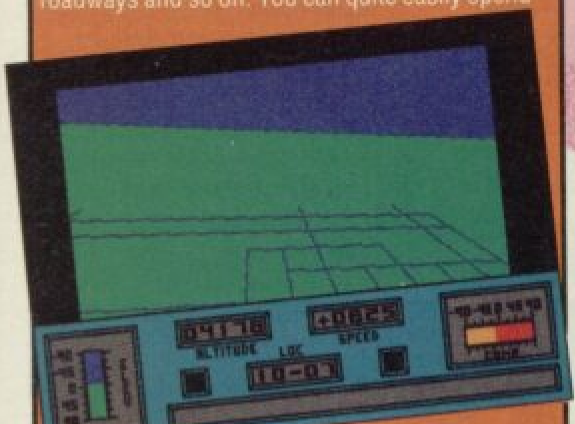
erformance

this one's rather amusing actually...



Mercenary

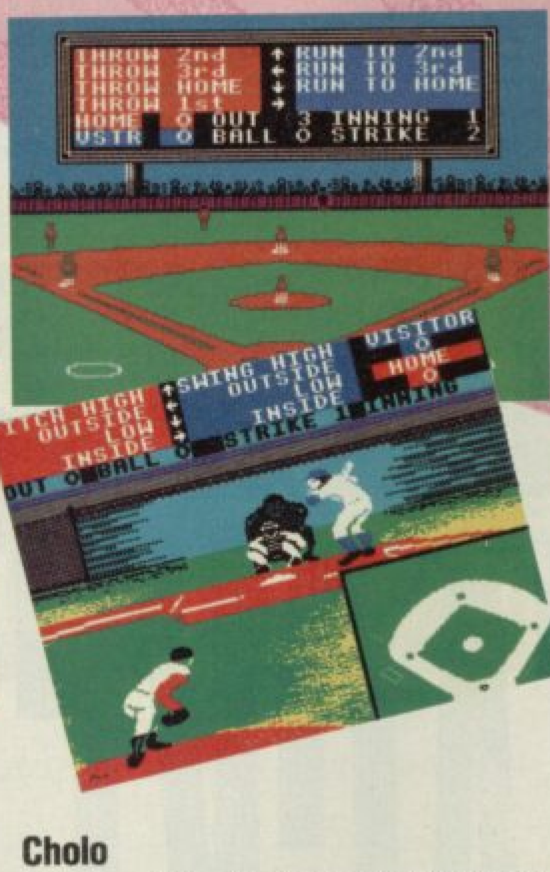
Now this is the biz! What a cracker! It's ripper! Erm . . . I quite like it. A 3D vector graphic thingie, representing part of the surface of an alien planet, it's absolutely jam-packed with hidden rooms, corridors, space-ships for the nicking, teleports, roadways and so on. You can quite easily spend



hours just wandering around, stealing or buying spacecraft and shooting things. In the end though, you're going to have to try and get off the planet, for which you'll need a particularly super whizzo ship which is hidden somewhere. Our Dunc reckons it took him a good twenty hours of exploration and map-making, but I think he's lying and it took forty.

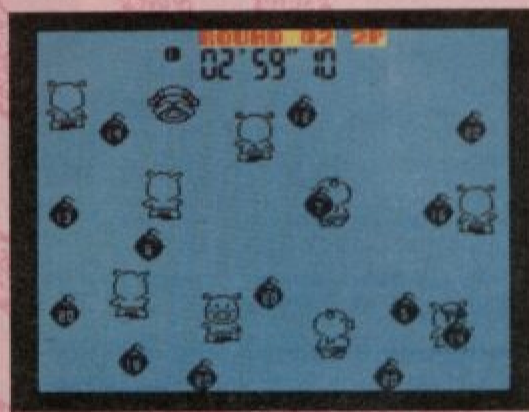
Hardball

Colourful baseball sim, with large, well drawn sprites. It's obviously a thoughtful representation of the game, where you can play both fielding and batting sides, substitute team members and choose between at least eight sorts of pitching throws. The only problem is, I don't find baseball all that interesting. Ho hum.



Psycho Pigs UXB

What was Dunc thinking of?! He gave this silly, monotone effort an eight. But I think it's hopeless, it's repetitive, it's . . . it's the twelfth time I just

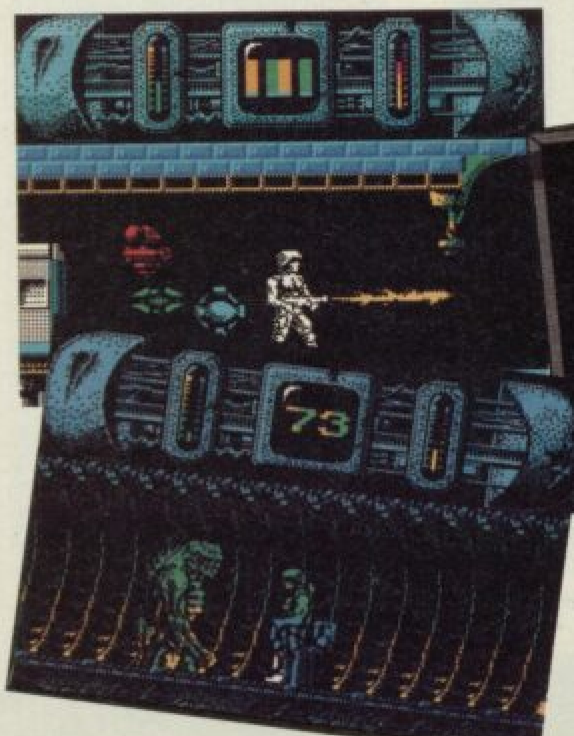


played it in a row. Yep, *Psychgo Pigs UXB* is an addictive little sausage, full of mad porkers running around, dropping down holes, popping up again and blowing each other up. Cute, violent and fun. And it inspired an ace *YS* T-Shirt to boot!

and now... in reverse order...

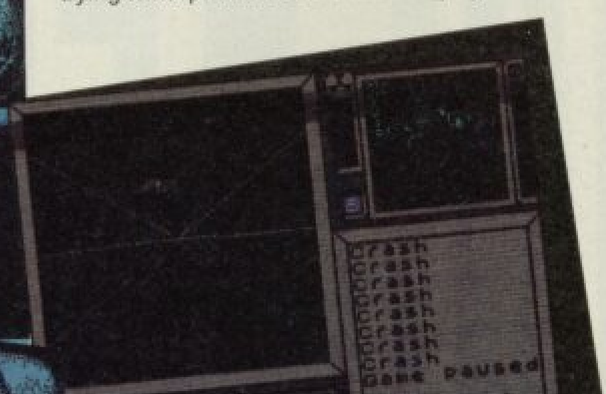
Trantor

Perhaps the most conventional game here, it's a horizontally scrolling shoot 'em up with nice big graphics, fast and smooth animation and great sound. There's also a flamethrower (my favourite!). It's blummin' good, if not quite worth the nine generous Snouty once gave it.



Cholo

A wire frame 3D vector graphics thing that I found quite hard to get into. You find yourself in a post nuclear world. All the humans are trapped in an underground bunker by rampaging robots who are trying to keep them down there. You play the one



sane robot trying to break the seal and let the people out by capturing and reprogramming the hostile droids. It uses all of Firebird's vector graphic skills and if it pales a little next to *Mercenary*, there's no great shame in that.

final

10th Frame	55°
Armageddon Man	80°
Bobsleigh	91°
Cholo	72°
Shackled	43°
Mercenary	95°
Xeno	86°
Psycho Pigs UXB	79°
Trantor	83°
Hardball	70°

Diagnosis

A very mixed grill, both in type of game and in standard, but containing a fair amount of crackling nonetheless

77°

verdict

PROGRAM PITSTOP

It's time once more to look at your programming prowess, so here's your host with the most, *David "Fab Wack Macca" McCandless.*



I said a few months ago that Pitstop was going to be party to a few changes. Well, those changes are coming soon to a magazine near you. For a start I'll be letting my responsibilities slip. Yep, I'll be hanging up my clichés and packing my annoying sub-heads to depart for pastures new (and hexadecimal free). And Jonboy Davies will be taking over with his unique brand of enthusiasm, (he'll probably do a better job than me). But you'll have to wait for a couple of sleepless months for the change over — and the first person who says they're looking forward to it gets severely beaten. (*I'm looking forward to it. Ed*). Ah, eerrrh, well, I meant more of a thunderous round of well-earned applause.

Anyway this month's offerings are pretty varied. First is the premiere part of *The Hacker*, a phenomenonally useful disassembler by **Gary Shepardson**, serialised over two issues for your delight. Then, **Chris Pile** makes a welcome return to these pages with his screen quadrant magnifier — read on for more details of that. And there's a special from **Damian Stones** too!

THE HACKER

by Gary Shepardson

Now this has to be the single-most useful program I've ever printed here in Pitstop. I do not jest. You may have noticed how I always brag about the size of my disassembler in the *POKE* pages (they don't call me David "if it moves POKE it" McCandless for nothing y'know). Well now here's a tiny disassembler, brain-child of one **Gary Shepardson**. It's so versatile and brilliant that I decided to split it up over two issues just to increase the suspense (and make it look smaller).

Cunning

The most cunning feature of this gembo is that it resides in the top-half of the screen. This means you can load the program you want to disect and not have it over-written by the disassembler — a common problem among us master hackers.

Useful!

There are a variety of uses for Gary's program. Best is the street credibility value. Invite your friends around, have the disassembler 'accidently' running on your computer, and they'll be so amazed they'll build a religion around you! Also, this program will allow you to nose about other people's programs, and let you search for mysterious things like POKEs and cheat modes. And if you're UNBELIEVABLY clever you'll be able to install it into a Multiface.

Brilliant

If you simply can't wait until next month, or just can't be bothered to type in each instalment of the 1024 bytes then send a cheque or £2.50 postal order to Gary Shepardson, 4 Epping Close, Thornaby, Cleveland, TS17 0DY. And old Gazzer will do the rest.

```
  10 CLEAR 63399
  20 RESTORE : LET x=63400: LET
c=0: FOR n=1 TO 23: READ h$: FOR
 m=1 TO 16 STEP 2: LET a$=h$(m)+
h$(m+1)
  30 LET b=(CODE a$(2)-48-(7 AND
 CODE a$(2)>57))+16*(CODE a$(1)-
48-(7 AND CODE a$(1)>57))
  40 LET c=c+(n*b): POKE x,b: LE
T x=x+1: NEXT m: NEXT n
  50 IF c<>225726 THEN  PRINT "D
ata Error": STOP
  60 SAVE "Quadmag"CODE 63400,18
0
  70 REM
1000 DATA "3E00210040A72814"
1010 DATA "211040FE01280D21"
1020 DATA "8048FE0228062190"
1030 DATA "48FE03C0F37CCB3F"
1040 DATA "CB3FCB3FF658575D"
1050 DATA "D5115CFB0660E5C5"
1060 DATA "011000EDB0C1E1CD"
1070 DATA "4DF810F2E13E0C01"
1080 DATA "1000C5EDB0C1093D"
1090 DATA "20F5115CF8210040"
1100 DATA "0602C50E10D5E5D5"
1110 DATA "1A0608110000A728"
1120 DATA "0B1FCB1ACB1BCB2A"
1130 DATA "CB1B10F5722C732C"
1140 DATA "D1130D20E2E1D1C1"
1150 DATA "CD4DF810D5EB0110"
1160 DATA "0009EB7CFE5820C8"
1170 DATA "EB0E02E506107E12"
1180 DATA "1312132310F8E10D"
1190 DATA "20F1011000097AFE"
1200 DATA "5B20E6FBC9243E07"
1210 DATA "A4C07DC6206FD87C"
1220 DATA "D60867C900000000"
```

More Next Month . . . !

ZOOO OOM!

by Chris Pile

Usefulness is simply emanating from these pages this month. I can barely believe it myself. After the superlativeness of the last offering we now have **Chris Pile** and his excellent (and short) *Quadrant Magnifier* which'll allow you to zoom in on a specific quarter of the screen. Wowsers.

Simple Pimple

To get magnifying just type in the self-sufficient, user- friendly Basic program. Once RUN, this will assemble the code in memory (at address 63400 incidentally) and SAVE it for you. Cor, some people don't know how easy they have it. Afterwards NEW the computer to clear the BASIC away. The code will remain intact.

Zoooooom!

First thing to do is specify which quadrant is to be magnified. You do this by POKEing a value into address 63401 (0 — Top left, 1 — Top right, 2 — Bottom left, and 3 — Bottom right). So if you wanted to magnify the bottom left you'd POKE 63401,2 and so on. Follow up the POKE with RANDOMIZE USR 63400. A magnified version of that part of the screen will now fill the entire screen. Repeating this process produces a sly little zoom effect.

Here It Is . . .

```
9970 REM  BLOCK LINE DELETE

9971 REM Knote for programmers
   To use the program save it
  on a blank tape for use in
    the future.MERGE this
   program with your own.
  by loading your program and
   then Merge this one in
   MERGE "" to merge
9972 REM BY J.MATTHEW CLOUGH 88
9973 POKE 23609,10: POKE 23617,1
58: BRIGHT 1: BORDER 7: PAPER 7:
 INK 0: CLS
9974 PRINT AT 1,7; INVERSE 1;"BL
OCK LINE DELETE": PRINT AT 3,1;"
Written for "; FLASH 1;"YS"; FLA
SH 0;" by J.M.CLOUGH"
9975 PRINT AT 5,0; PAPER 4;"Inpu
t start of line number that you
want to start Deleting from.Then
 press ("; INVERSE 1;"ENTER"; IN
VERSE 0;")                     "
9976 PRINT TAB 0; PAPER 5;"Lines
 must be from 0 to 9970       "
9977 INPUT ""; LINE a$
9978 LET A=INT (VAL A$)
9979 PRINT AT 10,0; PAPER 4;"Inp
ut last line number.         Whi
ch is were it will stop      del
eting the program.           The
n press ("; INVERSE 1;"ENTER"; I
NVERSE 0;")                 "
9980 INPUT ""; LINE A$
9981 LET B=INT (VAL A$)
9982 LET C=23755
9983 IF 256*PEEK C+PEEK (C+1)>=A
 THEN  GO TO 9985
9984 LET C=(C+3+PEEK (C+2)+256*P
EEK (C+3)+1): GO TO 9983
9985 LET Z=C+2: LET X=-4
9986 LET C1=PEEK (C+2)+256*PEEK
(C+3): LET X=X+C1+4
9987 LET C2=(256*PEEK C+PEEK (C+
1)): IF C2<B THEN  LET C=C+3+C1+
1: GO TO 9986
9988 IF C2>B THEN  LET X=X-C1-4
9989 LET C1=INT (X/256): POKE (Z
+1),C1: POKE Z,X-C1*256: POKE (Z
+2),234
9990 PRINT AT 18,0;"END OF DELET
ING                   "
9991 STOP
```

TECHNO - BILGE

448 EXTRA COMMANDS FOR THE PRICE OF ONE

Warning: You are now entering the technical zone. All those with brains smaller than Southampton should not read on. Insanity, lysteria and other related disorders may result. You have been warned.

If you are a programmer, can handle machine code and are pretty damn observant, you may have noticed one or two yawning gaps in the Z80 assembly language instruction lists. Well, in fact they aren't just gaping hexadecimal abyssess but actually hidden secret instructions. Spook!

The story goes that when Zilog (who put the 'Z' in Z80) came to polish off its new wonder chip, it found that some cunning instructions didn't actually work (a bit of a bummer considering that the chip was practically finished). So rather than redesigning the entire chip (and spending lots of money) it opted to just ignore the culprit commands, since they weren't that essential.

The discovery of these concealed commands is no great revelation nowadays, but you know me, I'm always slow to pick up on good ideas. I, of course, in my all encompassing wisdom, knew about them and pretended to understand them. But it was not until **Damian Stones** approached me with an enlightening article that I realised their full potential. So what else could I do but tell you lot?

Mysterious

These mysterious mnemonics inhabit the DD-CB and FD-CB areas of the tables (that is they must always be prefixed with DDCB or FDCB). These instructions do the same as normal ones but load the result of the operation into the index register specified. For example, DD-CB-00-01 loads C with the contents of a RLC (IX+00) i.e. LD C, RLC (IX+00). If you know Z80 this is an illogical combination but it works.

INSTRUCTION	CODE	INSTRUCTION	CODE
RLC	00	RES 0	80
RRC	08	RES 1	88
RL	10	RES 2	90
RR	18	RES 3	98
SLA	20	RES 4	A0
SRA	28	RES 5	A8
SLL	30	RES 6	B0
SRL	38	RES 7	B8
BIT 0	40	SET 0	C0
BIT 2	50	SET +	D0
BIT 3	58	SET 3	D8
BIT 4	60	SET 4	E0
BIT 5	68	SET 5	E8
BIT 6	70	SET 6	F0
BIT 7	78	SET 7	F8

Tables

Hopefully these tables will explain what I mean more eloquently than I have already done:

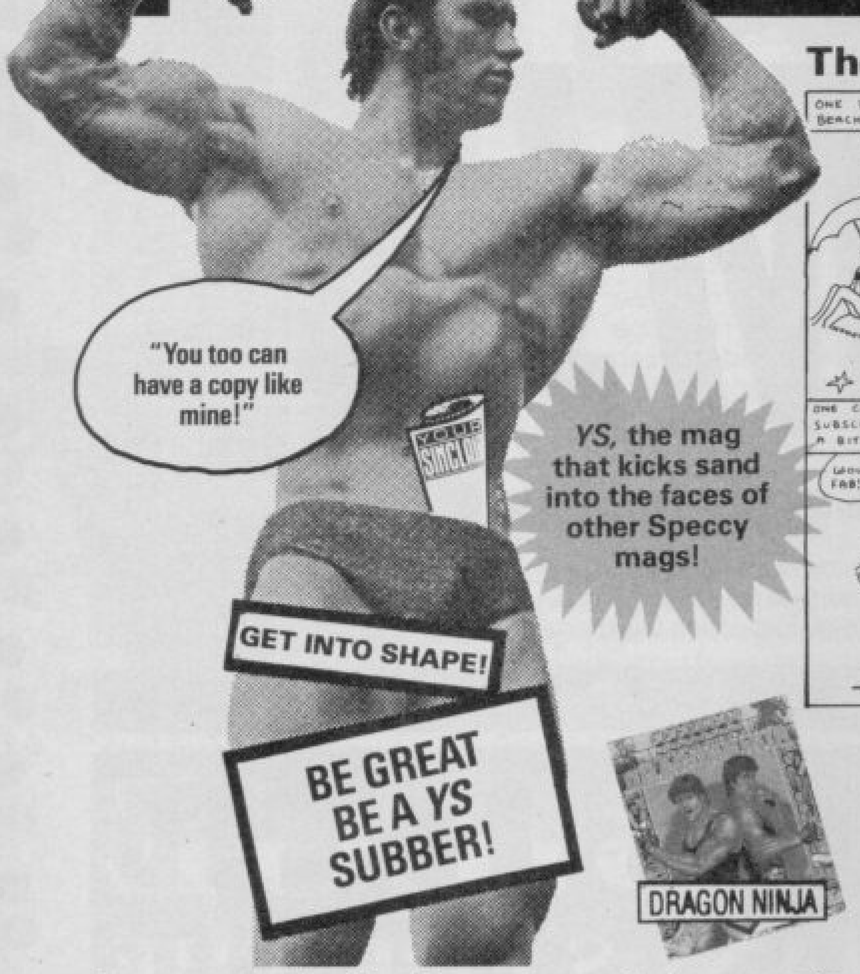
Form the command with the following structure: DD-CB-nn-XX where 'nn' is a displacement for the indexed command (i.e. IX+nn) and 'XX' is formed as shown opposite.

Toodle Pip

Anyway, howsabout sending me some of your inspiring 'not bad' little programs yer selves? Male or female, Basic or Hex, blonde or brunette — I don't discriminate. Just document it as well as you can, jam it onto a tape and bung it to me (via the Royal Mail grapevine) to David McCandless, Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE.

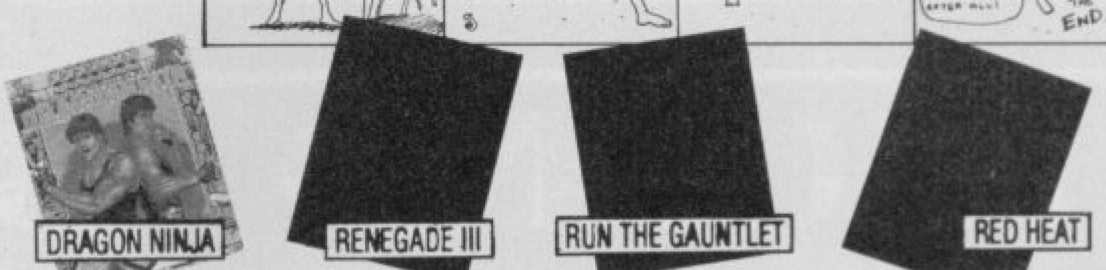
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HARDWARE

RAGE HARD!

More from the column which looks more at your Spectrum hardware than your software, (honk). *Phil South* takes his magic screwdriver to *Music Maestro* for all Spectrum computers, and avoids ALL the obvious puns. (Well nearly all . . .)

Music Micro Please! (Okay, okay, no more naff puns like that I promise). Music is one of my fave hobbies, as you know, but it has always been a bit of a sore point on the Speccy, to be sure. It's been *possible* to make music on our favourite button box before, but 'how?' has always been the real question. Packages to help you have come and gone, but it seemed that no-one ever put much thought into this aspect of the computer. The *SpecDrum* was one good idea, but you needed the box to hear the sounds, and if you wanted to give someone else a copy of your "song" what good was that?

So, if you like to make music for yourself or have a more commercial idea in mind, game effects and music for example, then a new program from Torchraven looks like being right up your street.

Take Note

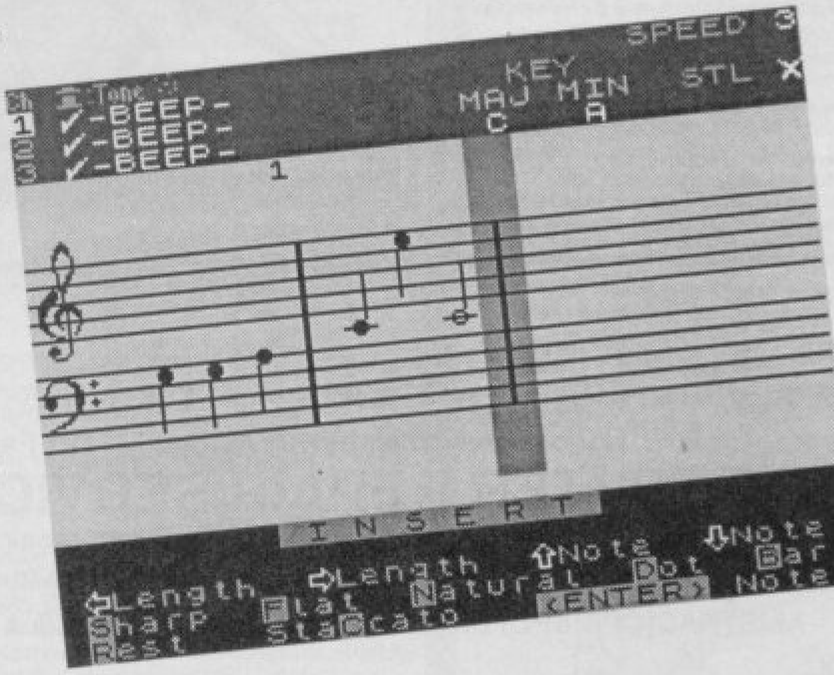
Music Maestro is a music creation utility for the Spectrum range, requiring no add-on boxes, and lots in the way of editing, playing and saving stuff. Things which require more specialist knowledge or extra devices have been left off, like MIDI and print out options. So it's the ideal thing for folks who want to dibble around with music in some way, but can't really afford the expense of the current crop of MIDI add-ons. MIDI is okay, of course, but it does mean that you have to spend upwards of 300 smackers on a MIDI synth or module! Cost effective music on the Spectrum was the plan. So what is the end result like?

So Much In It?

Music Maestro is supplied either on tape or disk. If bought on tape it can be transferred to disk for use. The supplied programs are as follows: a basic loader and load screen, the *Music Maestro* program itself plus some essential demos and utilities for compiling and setting interrupts, and so on.

To load the program you simply insert the disk and press ENTER for loader. The program loads automatically. After the program has loaded, you are presented by the main *Music Maestro* screen.

Music created by *Music Maestro* in the editor can be saved in two ways, as 'source' code, easily edited note lists, or compiled blocks of machine code, called 'music objects.' A long time ago there was a package called *Whaam! Music Machine*. If you remember that, you'll be intrigued to note that better than that, the *Music Maestro* program not only allows you to program the BEEP speaker, but also the three channel AY chip sound found in the 128 and +2/+3. This is the first thing you notice about the main screen, you can select between BEEP and channel music. In the top left of the screen the contents of the three channels, indicated by the numbers 1, 2, and 3 are displayed, and you can select any channel by pressing the indicated number key on the top row of your keyboard. Channel on/off indicators show which channels will be played when play is selected. And Tone on/off, which is only used when the AY chip is being addressed, shows whether tones are generated for the shown channel. Again, the White Noise on/off shows whether noise will be generated for the highlighted channel.



There is a Speed rating as well, between 1-4, at which the currently loaded piece will be played, and next to that you'll find the key in which the music is written, shown in varying amounts of sharps or flats. Don't worry about the amount of 'real' music notation and references in the game. One of the points of this program is that it allows you, by twiddling around to learn more about musical notation if your musical education doesn't run to sticks and blobs.

Other features of the main screen are a white noise level, which will increase or decrease the amount of generated white noise, if you're using any for a drumbeat, say. The other thing is to toggle the sound-to-light facility. This is a bit of fun, which I'll go into in a moment.

Centrally, the screen shows the notes to be played on the current channel. The highlighted bit in the centre is the cursor position, where you insert, edit and delete the notes directly underneath. This area doubles as a wave display when you're editing waves/envelopes. Right underneath the central editing zone is a line for the name of the file you're currently editing. You can alter the name any time you like. All the other options for using the *Music Maestro* program are right along the bottom of the screen. To use a much loved convention, all the intitial letters, or at least the highlighted letters, are the keys pressed to activate each option. One option which remains constant throughout all the menus is the 'Q' command, for quit obviously.

Saving off your edited scores is easy, as you just tap the F key for file, T or D for tape or disk, and L, S or D for Load, Save or Object Save. Files are automatically appended with the extensions .MUS for source, .MOB for object files, and .ENV for attached envelopes. You can also specify, (and this is useful if you do your music for professional purposes) whether the tune plays just once, or whether you'd like it to repeat over and over. Handy for title screen tunes and high score tables.

Allow Me To Compose Myself

Editing on the *Music Maestro* is a dream. You can go to a certain measure of the music by typing S for start, E for end or B for a certain bar! For varying note lengths and pitches, you can select StaCcato, Dot, Sharp, Natural and Flat. (Flats and sharps always stay until cancelled by a natural, as in real music.) Rests are as important as notes, as you are probably aware, so you can insert a rest by pressing R. The thing which separates this package from others, including *Whaam! Music Machine*, is the amount of actual editing you can do to the score once you've entered it. You can also perform 'block' operations, chopping and changing whole chunks of your source to make the piece longer or shorter, or repeat areas which you can't be bothered to enter again. You can also Play just the indicated block, rather than the whole piece! Handy for checking out a section without having to sit through an entire performance.

Letter Perfect

You can draw two envelopes for each channel, pitch and amplitude (loudness) which affect the 'timbre' or tone of the note. And you can also edit the envelopes with graphic feedback on the screen. This is actually a feature reserved for only the most expensive synthesizers. The control over the evelopes is how you make the notes sound like different instruments. Now I wouldn't want anyone to get the wrong idea, here. The difference between sounds isn't that pronounced, and nobody could mistake a Sinclair sound for a real instrument. But you will be pleasantly surprised by the range of tones you *can* get with the onboard synth chip. As for the BEEP, well, you can't affect its sound, only note and duration.

Dig The Colours Man

The sound-to-light effect is activated by O for options, and then L for Light. Then the pieces you play on *Music Maestro* are interpreted in a 'free-form' display of coloured dots on the screen. This is rather nice, and I spent many long hours in the dark watching this before they broke the door down and tied my sleeves behind my head. Fortunately you can press the SPACE bar to quit this pretty cosmic mode.

The Verdict

I like *Music Maestro* a lot. It's a well thought out program which has something for everyone. Home users will enjoy making their own music. And pro users can save machine code music for use in programs, as the instructions for using interrupt driven music are very comprehensive.

On any other system the price would be high, but on the Spectrum the software standard prices call the tune, to coin a phrase. So to obtain a copy of this marvellous utility, you only need £9.95 for cassette, and £12.95 for disk. A bargain, I think you'll agree. Incidentally, Torchraven is currently selling *Music Maestro* direct by mail, but if any major distributors/software houses are interested, Torchraven will be only too happy to take their call.

contact box

Utility	*Music Maestro*
Contact Box	Torchraven Ltd., King House, 60/64 Matthias Road, London N16 8QD. Tel: 01-923 1744.
Price	£9.95

Many thanks to Steve Joyce of Torchraven for his help in preparing this review.

COMPO WINNERS

Blimey, This Poem Writing Wheeze Is A Rum Old Lark, But I Still Can't Think Of Anything To Rhyme With Banana Compo.

Loads of budding bards entered this little compo. Just take a look at this entry for a start!

Off-road racing is a rum old sport,
Almost as rum as a banana,
But the rummest thing of all, By Jove,
Is a ferret down your pyjamas! (Oo-er).

Want to hear any more? No? Thought not. But here are the winners of the *4 × 4 Off Road Racing* Trucks

Maruf Ciddin from Neward, Notts; Peter Young from Saddleworth; James Milne from Kettering; Stephen Proctor from Codsall near Wolverhampton and Master Van Rupik from Doncaster.

The much safer (if you're allergic to dust) *4 × 4 Off Road Race* from Epyx. goes to the following 25 runner uppers:

Ian Corker, Sheffield; Darren Hubbard, Sunderland, Tyne & Wear; James King, Selly Oak, Birmingham; Paul Wilson, Blackburn, Lancashire; V Barwick, Redditch, Worcs; J Shade, Lewisham, London; Tim Jones, Cheltenham, Glos; Paul McPherson, Fife, Scotland; P Render, Dewsbury, West Yorkshire; Mr Chris Spear, Hounslow, Middlesex; Stephen Watts, Steeple Morden, Herts; Stephen Law, Bures, Suffolk; T Stuart, Shepton Mallet, Somerset; Benn Moor, Whitby, North Yorkshire; Michael Hurley, Whitchurch, Cardiff; Philip Loveday, Sheffield; Z Reddin, Leatherhead, Surrey; Andrew Booth, Bolton, Lancashire; Brent Payne, Irchester, Northants; Mark Graham, Selly Oak, Birmingham; Norman Crooks, Bangor, Co Down; Graham McDougald, Musselburgh, Midlothian; L Hogg, Doncaster, South Yorkshire; Gavin Prior, Blackpool, Lancs; George Milne, Cupar, Fife.

Hello, Erm, My Name's, Err, Nigel Mansell, That's A Sporty Looking Metro, Erm, Has It Got A Turbo Compo?

THERRRRRRRRE GOES PATRAYZI! HERRRRRRRE COME THE TWO GO-KARTING PRIZE WINNERS!

Martin Johnson of Kennilworth and David Hawthorn from Uckfield, East Sussex.

Second to the chequered flag, and first to the Image Works bag of goodies were:

Ricardo Marks in Helston, Cornwall and Scott McLaren from Dundee.

Closely followed by 20 runners up:

Martin Henderson, Unst, Shetland Islands; Adrian Markham, Grantham, Lincs; Ian Bennington, Langley Park, Durham; Karl Woodbridge, Wellingborough, Northants; Daniel Budd, Wakefield, West Yorkshire; Peter Thornton, Burley In Wharfedale, West Yorkshire; G Walker, Workington, Cumbria; Paul Wilson, Blackburn, Lancashire; Gareth Teague, Nailsea, Bristol; Uel Cartwright, Lisburn, Co Antrim; Karl Bunyan, Langworth, Lincoln; P W Foster, London; Mark Blair, Muir Of Ord, Ross-shire; Stef Ratcliffe, London; J J Spira, Headington, Oxford; Alan Johnston, Redcar, Cleveland; Colm Andrew, Broadbottom, Via Hyde; Michael Tibbenham, Basildon, Essex; David Griffiths, Harpenden, Herts; Gary Brighton, Newmarket, Suffolk.



This Is My *YS/Operation Wolf* Compo Entry And I Havn't Cheated Honest Guv, Compo

Ahoy there, Cap'n Fishface here, with the winner of the fantastic radio controlled boat!

Wai Ling Man from Brighton.

Ten *Operation Wolf* T-shirts and copies of the aforementioned game then went to these landlubbers:

Clive Jenner, Great Yarmouth, Norfolk; Tony Jones, Pwllheli, Gwynedd; Allan Jackson, Carlisle, Cumbria; Richard Mark, Helston, Cornwall; Dean Horne, Langwith, Notts; Matthew Luckett, Tiverton, Devon; David Troup, Kings Lynn, Norfolk; James MacDonald, Rochester, Kent; Mark Tunstall, Leyland, Lancashire; Andrew Richardson, Dalbeattie, Kirkcudbrightshire.

And ten copies of the game alone to:

Alistair May, Elgin, Scotland; Robert Delaney, Solihull, West Midlands; Tamoor Shah, Blackburn, Lancashire; Simon Hamilton, Walton On Thames, Surrey; Jon Stewart, Woolpit, Suffolk; Paul Warren, Edgbaston, Birmingham; Stuart Blair-Watt, Harpenden, Herts; B Williams, Llandudno, Gwynedd; John McKenzie, Wallsend, Tyne & Wear; Darren Castledine, Pitsmoor, Sheffield.

Oo-er Worra Chopper, You Can Fly Me Anyday Compo.

Two whopping choppers went to these lucky blighters who won our December issue.

Matty Alexander from Shrewsbury, and W. Roberts from Colwyn Bay.

The following fifty of you should get ready to don your flying helmet and mirror shades 'cos your going to be playing *Thunder Blade* very soon:

Mark Ryder, Madeley Heath, Nr Crewe; Chandi Abay, High Wycombe, Bucks; Chris Davies, Tupsley, Hereford; Jamie Noble, Rutherglen, Glasgow; Jonathan Hookings, Haydon Wick, Wilts; G E Jenkins, Cwmbran, Gwent; Rochelle Astbury, Wythall, Birmingham; Tim Hills, Great Yarmouth, Norfolk; Steven Green, Luton, Bedfordshire; Lee Hawson, Neward, Notts; S Maughan, Gateshead, Tyne & Wear; Dawn Lawrence, Coventry, West Midlands; Iain MacDonald, Dunoon, Argyll; Byron Jones, Nailworth, Glos; Gary MacFadyen, Antrim, N Ireland; Richard Birkett, Kirkcaldy, Fife; Steven Lowe, Grimsby, South Humberside; F G Gilmore, Bolton, Lancashire; Tom Collins, Wrexham, Clwyd; Kyle Reid, Cumbernauld, Glasgow; Mark Snape, Wigan, Lancashire; Allan Watkins, Maidenhead, Berks; Jimmy Bushell, Catford, London; S A Kirman, Sleaford, Lincs; Richard Gardner, Tillicoultry, Scotland; Karl Fewster, Scunthorpe, South Humberside; H A Williams, Cadole, Clwyd; Lee Smith, Ely, Cardiff; Jada French, New Milton, Hampshire; Peter Crooks, Wigan, Lancs; Sakhawat Ali, Saltley, Birmingham; Philip House, Breightmet, Bolton; Gary Greenough, Basingstoke, Hampshire; Neville Maddison, East Winning, Durham; Adam Walden, Elloughton, North Humberside; Paul Warren, Edgebaston, Birmingham; Colin M Young, Rosebank, Glasgow; B Russell, Marple, Cheshire; Jon-Paul Smith, Maidstone, Kent; Jonathan Davies, Wrexham, Clwyd; Nathan Bray, Hayle, Cornwall; Mr E Smith, St Helens, Merseyside; Barry Moss, Wookey, Somerset; Daniel Halford, Abertillery, Gwent; J T Henderson, Upper Stratton, Wilts; Mark Jay, Norwich, Norfolk; Andrea Taylor, Great Barr, Birmingham; Martin McHugh, London; P Gibbon, Urmston; John McKenzie, Wallsend, Tyne & Wear.



I Owe You Nothing (Oo-er) Compo

Take it away, Fresh and Fly and Danny... "Yo! We're Fresh and Fly, And we're here to say, this is a real neat Hi-Fi, *YS* is givin' away, it's got a CD Player, and we want y'all to know, that it's going to the young person, whose name appears below." (Ho, ho)

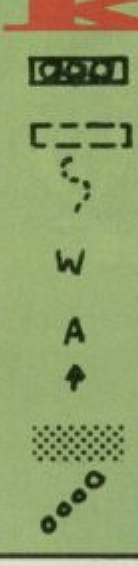
Ian Brown from Bradford.

Sorry to interrupt, children, Mrs. McClusky here. The 25 runners up appear below and if I can retrieve the copies of this computer game thing that young Danny has appropriated I shall have them forwarded poste haste:

Paul Brinkley, Derry, N Ireland; David Stockdale, Workington, Cumbria; John Cockburn, Leeds, West Yorkshire; A Harrison, Heywood, Lancashire; Martin Hogg, Bugbrooke, Northants; Joseph Jackson, Darwen, Lancashire; P Went, Netherfield, Milton Keynes; Mr G P Coates, Reading, Berkshire; P Whitehouse, Selby, North Yorkshire; W Badsey, Selly Oak, Birmingham; Alan Darlow, London; Douglas Bryson, Stranraer, Wigtownshire; Marc Turner, Plymouth, Devon; Sean Slattery, Portaloise, Co Laois; Joanna Mann, Leighton Buzzard, Beds; James Allison, Kilmarnock, Scotland; Barry Soulis, Shawlands, Glasgow; Donna L Talby, Swainsthorpe, Norfolk; Paul Russell, Hailsham, East Sussex; Chris Elliott, Castleford, West Yorkshire; Brian Gooch, Sheringham, Norfolk; J Morton, Battersea, London; Sue Hanmore, Sandown, Isle of Wight; Jason Higgins, Willingham, Cambridge; Matthew Sidgreaves, Yelverton, Devon.



Just to get you started, here's a little mapette of the first level – which I prepared earlier.



key

Barrier

Shootable Barrier

Wave of Aliens

Add-on Weapons

Ammo

Ramp

Tunnel

Rows of Cones

eliminator

Hewson/£9.99

Sean 'From underground there came a machine encircled by death, that kills but cannot be killed . . . The Eliminator. A war machine whose solitary quest is to eradicate all forms of life.' Oo-er! Bit unsociable, what? Still, being an intergalactic games tester does involve battling some really evil types. Here . . . hang about though. I *am* the Eliminator. Gosh!

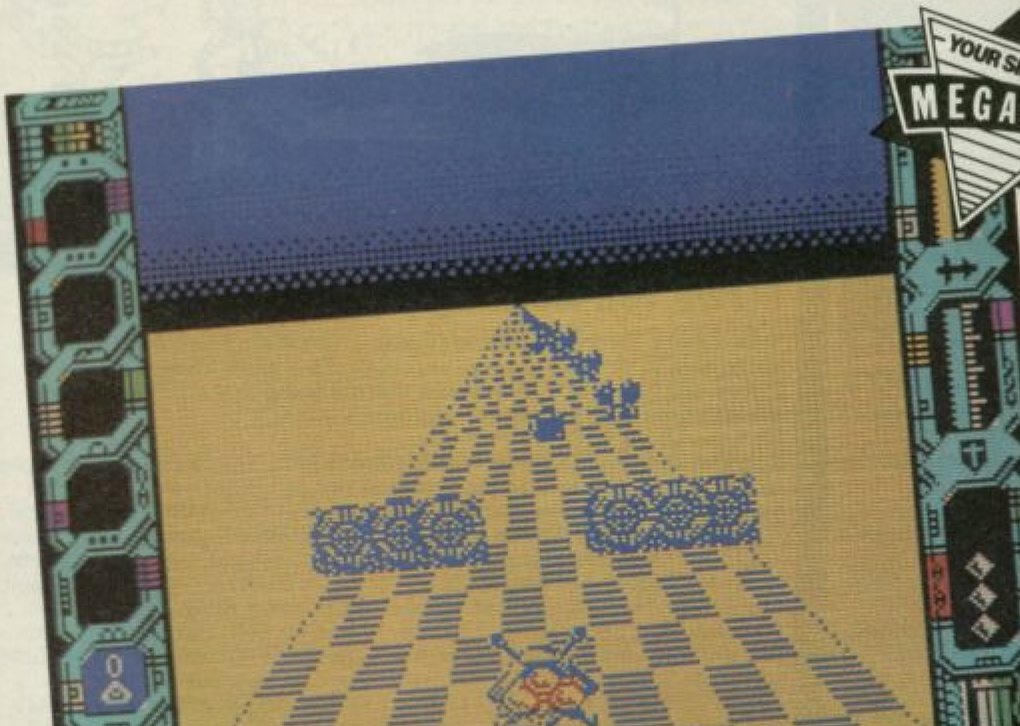
Playing *Eliminator* is a good way to achieve involuntary genocide. Finding yourself at the helm of the Eliminator you hurtle down the road at break neck speed – there's no accelerate or brake on this game, and just one speed – gigafast. As you will see from the screenshots, this is 'into the screen' scrolling, and the speed and smoothness of the scrolling in *Eliminator* is excellent. The chequered track fair zooms toward you, and the impression of speed, specially when the road is climbing, descending, or veering left and right, is very impressive.

Hurtling along admiring the scrolling isn't all, however, for on your travels you will encounter many obstacles, which must be either avoided, or, much more fun, blasted, zapped, totalled, and wiped-out. Whatever you want to call it – just keep firing! Waves of aliens will annoy you by weaving and lurching all over the road and firing missiles which will deplete the shield of your Eliminator. And though walls are fairly easy to dodge the 'cones' on level one are a little tricky. Set up in a zig-zag pattern, getting round these entails split-second timing and tons of dexterity.

Of course, a shoot 'em up wouldn't be a shoot 'em up these days if it didn't have the now bog standard 'collect the blob to get a bigger weapon' system, and *Eliminator* is no exception. Occasionally, a revolving pyramid and cube on opposite sides of the road will be encountered, and only one can be grabbed. The cubes will boost the supply of ammunition, whilst the pyramid will give a bigger weapon. The weapons range from a single fire weapon, right through to a triple fire cannon, which uses tons of ammo dead fast. And it's best to see whether you need ammo or armoury more – before making your choice. There's also the occasional ramp, which will lift you over an otherwise impenetrable wall, or flip you up to the ceiling if in a tunnel section — most disconcerting.

I often find that 'into the screen' 3D limits shoot 'em ups, as there is not much room for manoeuverability on the road, and so trying to shoot at things and steer proves impossible. On first playing I suspected that *Eliminator* was about to fall into the same trap. Fortunately, after a few plays, the addiction was setting in and *Eliminator* was proving to be a happy exception. The vehicle has a high level of manoeuverability, there's plenty to shoot at and dodge, and many surprises along the way – you really don't know what's going to appear next.

Hewson has once again released an excellent game with everything a shoot 'em up fan will need – pointless and crap scenario, colourful megafast graphics, edge of the seat excitement and tons of carnage. Simply brilliant!



YOUR SINCLAIR MEGAGAME

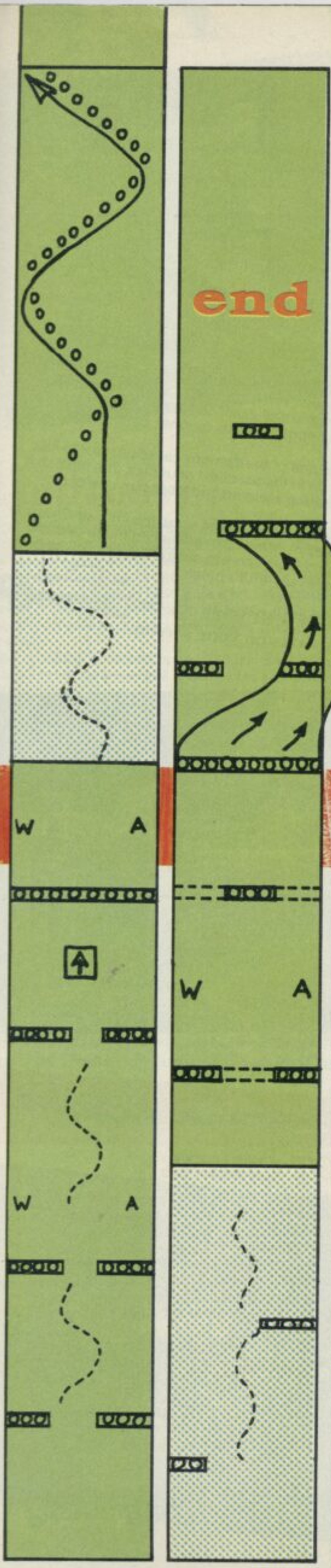
final verdict

87°	90°
82°	90°

Diagnosis

Hewson maintains its high standards with this rootin', tootin', killin', maimin', shoot 'em up. Not to be missed by arcadey types.

90°



Elite Systems/£7.99



Ben We've had racing car games. We've had motorcycle racing games. We've had games about sand buggy racing. Come to think of it, since the dawn of the computer game we've had racing games starring just about every animate object and some not so animate objects too. The staggering thing is that most of the racing games I've seen in the last couple of years have basically been the same game with one or two extra bits swopped around between them for a bit of light relief.

Anyway just when you thought it was safe to go back onto the race track, in roars Elite Systems with *Supertrux*, which, I'm sad to say, is yet another combination of the tab bits from past racing games with two original features, trucks and silent-o-vision (a new and exciting way to enjoy Computer Entertainment Software!).

The scenario fills you in about the coveted Supertrux Trophy – the award for winning a trucks only, city to city, long distance race around Europe. The race takes the adventurous Truckers through nine European cities – some feat considering the reputation of drivers from across the channel.

The race starts off, as many other racing games do, at a set of lights with your truck at pole position. Once the race gets underway warnings of sharp bends, roadworks, hills and the like are displayed in a status area located at the top left of the screen. Be warned, though, taking your eyes off the road to have a quick look at the status bar isn't advised. Hazards, mainly in the form of other trucks, roadworks or both, are quick to appear and difficult to avoid – you ask any driving instructor!

Your 30 tonnes of turbocharged racing truck is controlled in a fairly standard way. Four keys/joystick positions represent left, right, accelerate and decelerate to stop. Driving it, however, is slightly less clear cut – throughout play I had a strange feeling that I was sitting in the backseat, desperately prodding keys and having very little control of what was actually happening on screen – rather like driving on ice. Despite this I managed to get quite far into the game but I'll put this down to luck rather than skill.

The race is, as usual, against the clock. You get about a minute and a half to complete each section, cover enough road in time and the highly unexpected and original message "Extended Play" flashes up – crash once too often and you've had it.

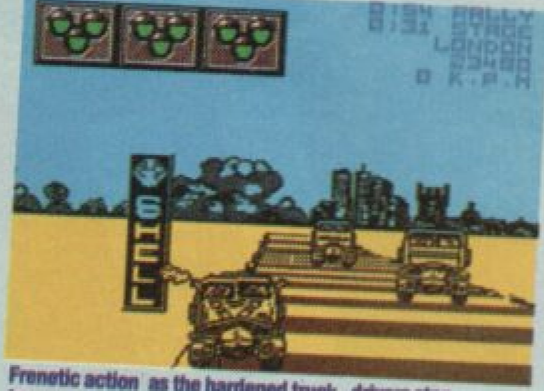
A little strategy is involved every few thousand miles or so because the road forks, *OutRun* style. You can choose either fork but some roads are longer or have more hazards to deal with than others, so it'll take quite a while to find the best route to take.

Supertrux isn't graphically bad, most things are undetailed though, giving the impression that everything was worked out in crayon before actually going into the computer. The way the road moves is very nice though, for instance when you take a hard right corner, the left hand side of the road slides off screen a little giving a very real impression of movement.

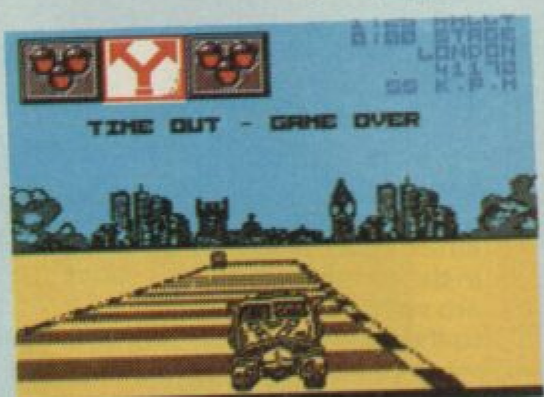
The road also moves up and down when you are going over a hill, this backfires badly though, because when you reach the top, most of the road in front of you is covered up by the large sprite of your own truck. The only things clear are the other trucks, usually driving around twenty feet up in the air because the computer can't handle many of them at once! Some scenes, especially the ones with overhead signs suffer from the Spectrum's slowness too – a better idea would have been to leave them out so saving the game from tedious stretches of snail racing.

I think the whole game suffered badly from the lack of sound effects, aggravating as it may be, the endless drone of a meaty engine and a few tyre screeches would have done miracles to *Supertrux*'s playability and addictive qualities.

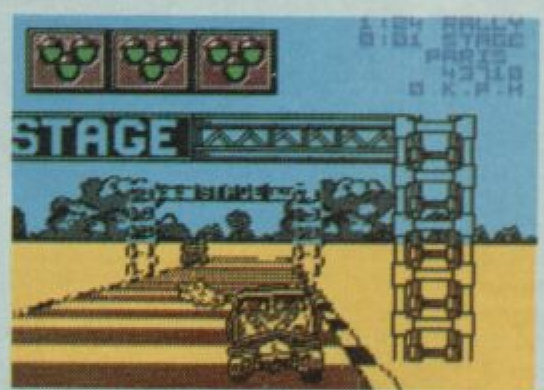
Overall I'd stay away from this unless you're of the freak brigade who really get off on naff racing games. Its no improvement on Activision's two year old *Enduro Racer* and this hasn't even got ramps to jump over.



Frenetic action as the hardened truck drivers stop for a quick pee behind a well known petrol station!!!



Approaching a fork in Elite's *Supertrux* – do you go right, towards Paris or left to Brussels (look more like cauliflowers to me narworimean!!)



Yet another checkpoint under our hero's belt, is there no stopping the man?

final

53° 68°

55° 40°

Diagnosis

Ten out of ten in the realism stakes – trucks are unwieldy and boring to drive, so's the game!

51° verdict

***Ciarán Brennan* shaves edges onto his ten pence pieces and goes in search of.......**

S·L·O·T·S O·F FUN

I love the smell of amusement arcades in the morning! Here I am swooping down to the local penny emporium accompanied by the strains of *The Ride Of The Valkyries* and the jingle jangle of fifty (hem, hem) pees in my pac-a-mac!

There's loads on offer this month, so let's get straight down to business!

CIARÁNS CORKY COIN-OP GHOSTS 'N' GHOULS

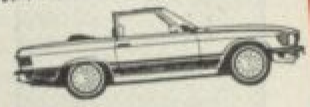
Poor old Arthur goes away to the crusades for only three years and what happens? The land that he calls home is overrun by the ghosties that he thought he'd got rid of and his people are fleeing in terror. To make things worse, the ghosts have managed to strike the first blow and have blown his trusty steed to smithereens. Poor old horsey — poor old Arthur!

The knight in shining armour is now left to run along a rolling landscape in search of the magic armour which will finish his quest. Trouble is, the road is long and filled with wicked ghouls — and there's a hell of a lot of treasure chests to be searched. Should Arthur open the wrong chest, a sorcerer appears and attempts to cast a spell. And if Arthur isn't quick enough to stop this then he could find himself temporarily aged to add to his troubles.

Arthur has six weapons to collect and keep — and a bunch of spells to double their power. Spears, knives, napalm, hatchets, spiked disks and swords are all available, but he'll need every one of them, 'cos the opposition gets tougher as the road is negotiated.

An initial blow from one of the demons causes Arthur to lose his armour and fight on in the scantiest of undies. The next shot turns him into a collapsing skeleton and loses him one of his three lives.

Ghosts 'n' Ghouls is a brilliant follow-up to the ancient *Ghosts 'n' Goblins*. The gameplay may not have advanced much over the years, but then it didn't really have to did it? A classic follow-up to a classic coin-op. Dare I say it? It's magic!



Convertibility Factor: 9
Watch out for spooks on your screen.



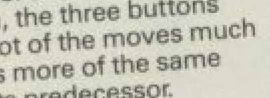
DOUBLE DRAGON II — THE REVENGE

Hey chums! Don't do drugs — okay! Look at all the trouble that drug dealers have caused Jimmy and Billy Lee — first of all they kidnap the boys' girlfriend, and now that they've finally got her back they've returned to gun her down! There's only one thing for it… the brothers must return to the streets to avenge their girlie's untimely demise.

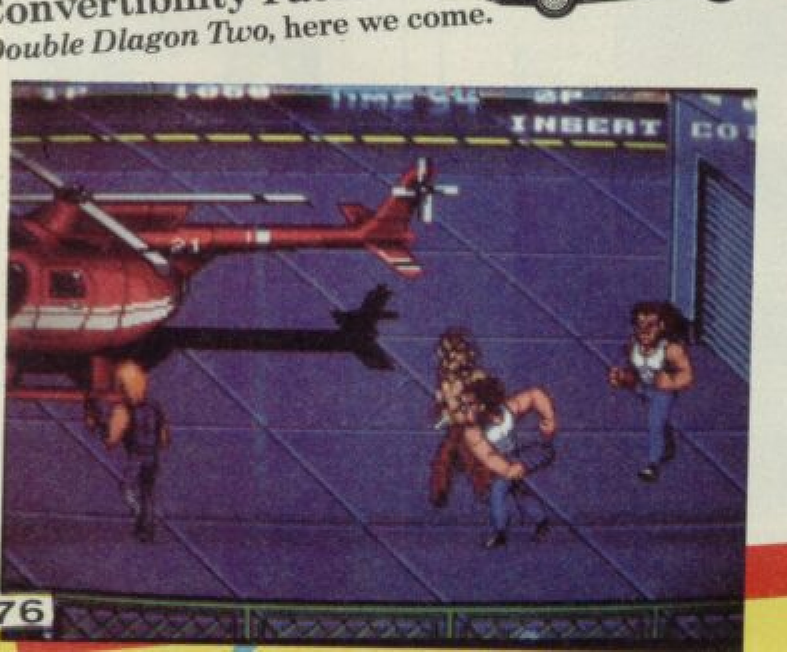
The action is mighty similar to the original's, but different backgrounds and harder enemies make for the initial differences. By far the greatest difference though is the addition of a new range of fighting moves to add to the heroes' armoury.

Roundhouse and Hurricane Kicks are just two of the new movements, but don't expect to be able to pick them up immediately as it took me ages and ages to get the hang of them. Unfortunately the game doesn't actually give you a lot of time to practice as the junkies are much harder than they were in the original — and they're armed with a whole new range of weapons including picks and shovels.

If *DDII* has any problem, it lies in the control board. Instead of the previous triangular button configuration, the three buttons are now laid out in a straight line making a lot of the moves much harder to access. This aside, *The Revenge* is more of the same and a nice treat for anyone who's finished its predecessor.



Convertibility Factor: 8
***Double Dlagon Two*, here we come.**



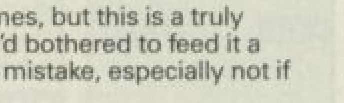
HOT CHASE

Race games are starting to jam up arcades again, presumably after the success of *Chase HQ*. This offering from Konami adds a touch of suspense in the form of a time bomb ticking away in the boot, but even this doesn't add anything to a rather tedious affair.

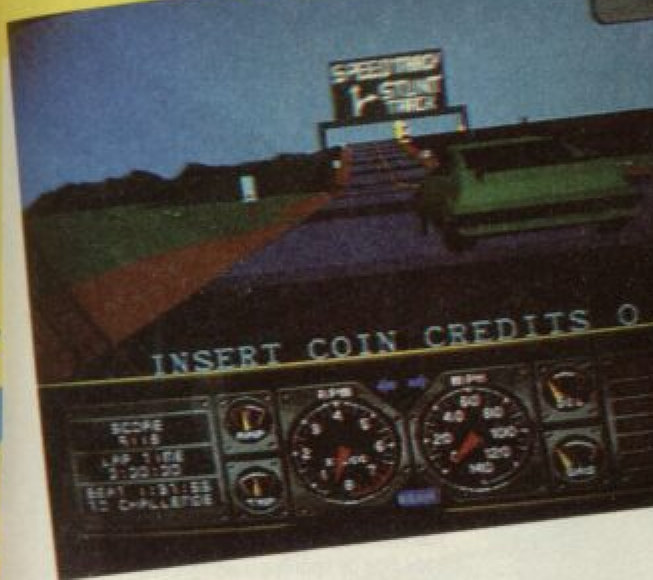
The problem is that the control is extremely sloppy and the on-screen car doesn't respond like a proper motor at all. For instance how can a car that takes corners at about 150 miles per hour, suddenly lose its grip on a shallow bend at half that speed? Ludicrous.

An occasional appearance by soldiers and other cars attempting to block the road fails miserably to add to the 'tension', as does the tacked-on jumping effect which is both useless and visually unimpressive.

I'm usually a great fan of racing games, but this is a truly miserable effort that left me sad that I'd bothered to feed it a couple of coins. Don't make the same mistake, especially not if you're used to *OutRun*.



Convertibility Factor: 5
Into the pits I think.



SHADOW WARRIORS

Yup, yet another pair of Ninja warriors make their appearance on the screen of this video game — but at least this time it's a bigger screen than usual. Tecmo's *Shadow Warriors* is the first coin-op that I've seen which utilises the large format screen that's all the range in Japan.

The bigger screen allows for larger characters to interact against more spacious backgrounds, and as such should in theory provide a better game. Unfortunately in this case it doesn't really meet the mark as the gameplay is just a little too hard for my liking.

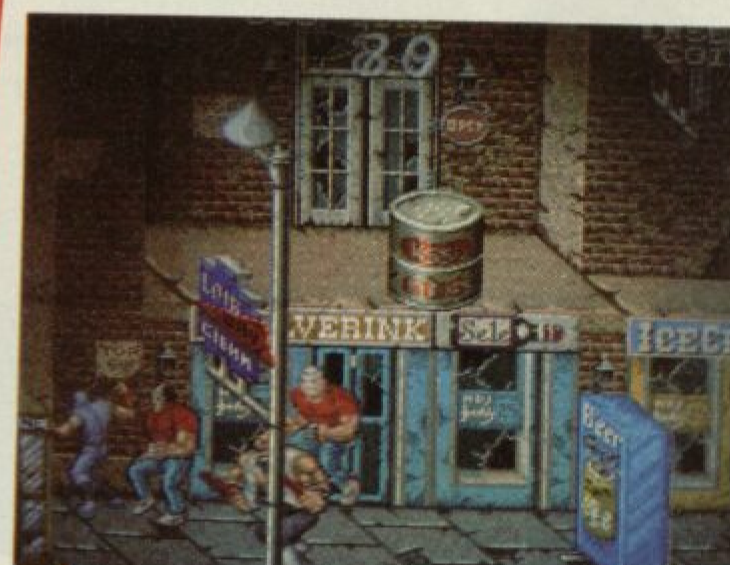
The plot is the usual nonsense about Ninjas on the streets of New York, fighting an assortment of muscular bad guys in really 'bad' gear. The first sequence displays a little story about one of the Ninjas being attacked on a rainy night, and this is one of the most effective parts of the game — it's almost worth a watch in its own right.

Shadow Warriors isn't a bad game by any means, it's just too difficult for my taste — but I'm sure that there's masses of you out there just waiting for a bash at this, I just hope that the next game to use the wider format screen uses a little more imagination as well.

Convertibility Factor: 8



Nunchukkas at the ready chums.





HARD DRIVIN'

Forget *OutRun*'s speed or *Road Blasters*' gameplay, Atari's latest racing coin-op is developed from a machine that was designed to teach people to drive for real — so those of you who don't have the slightest idea how to get a motor running need not apply.

At a quid a turn it can cost quite a bit to become the next Jackie Stewart — but if you have the money, the patience and the ability to set the wheels in motion, *Hard Drivin'* is well worth taking for a test drive.

The simulator's realism is taken to its inevitable conclusion by the addition of three pedals (clutch, brake and accelerator), a five-way gearstick and even an ignition key. For those who aren't too comfortable with manual transmissions though, the gearstick and clutch can be dispensed with by selecting automatic mode before starting the engine.

So down to the driving. There's a choice of two courses to be negotiated: either carry on straight from the starting line for a straightforward road, or veer off on the first right-hand turn for a 'stunt' track which incorporates such delights as an open bridge to be jumped and a loop-the-loop to churn your stomach.

It's important — especially on the stunt course — to observe the speed restrictions, as going over the top usually results in leaving the road. This can either mean a quick gear shift and return to the track, or a complete write-off.

Despite the classy cabinet and the neat presentation, *Hard Drivin*'s accuracy turns out to be one of its major drawbacks. Those of you who can already drive will more than likely already have access to the real thing, while the rest of you are going to spend a fortune brushing up your skills. It's worth at least one go through.

Convertibility Factor: 4



Due to be Domark's company car for Christmas '89.



ARCADE NEWS

What's going to happen next on the arcade front, we all ask!? Well, there's sword and sorcery fun in Taito's *Nastar Warrior*, which I'll probably look at for next time, and *Atomic Robo-Kid*, a fast action alien blast 'em up from UPL. And after the success of rolling road games like *Hard Drivin'* and *Chase HQ*, both now licensed for the home computer market, expect to see more of the same (And hopefully better!). What of the so far uncredited little mystery called *Backfite* though? Tune in again next month for more news of these and others.

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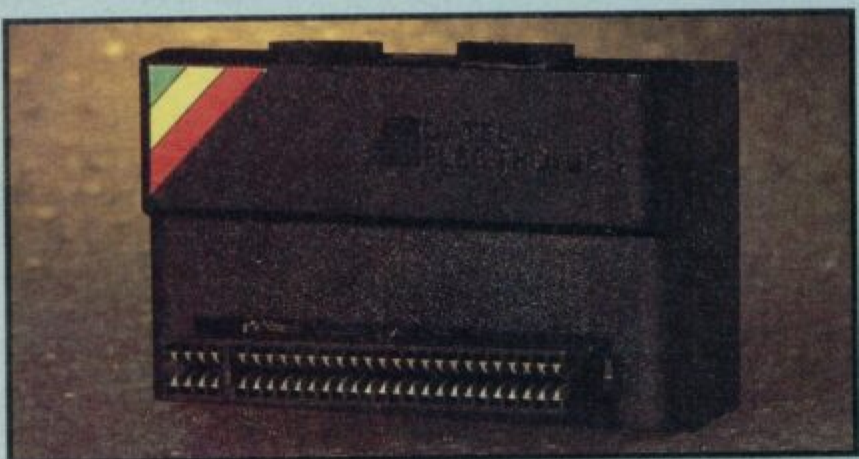
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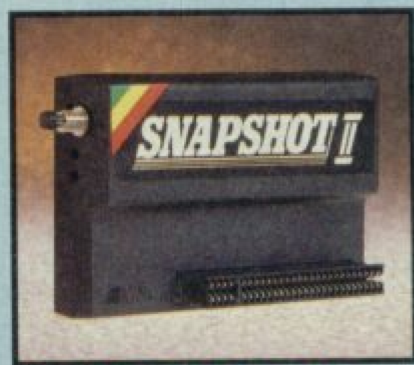
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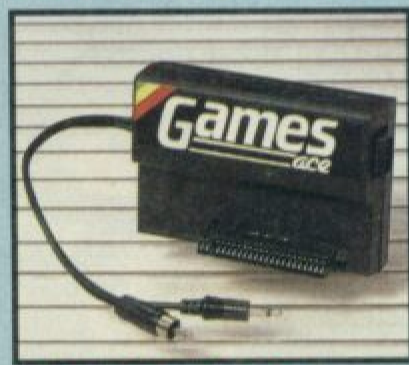
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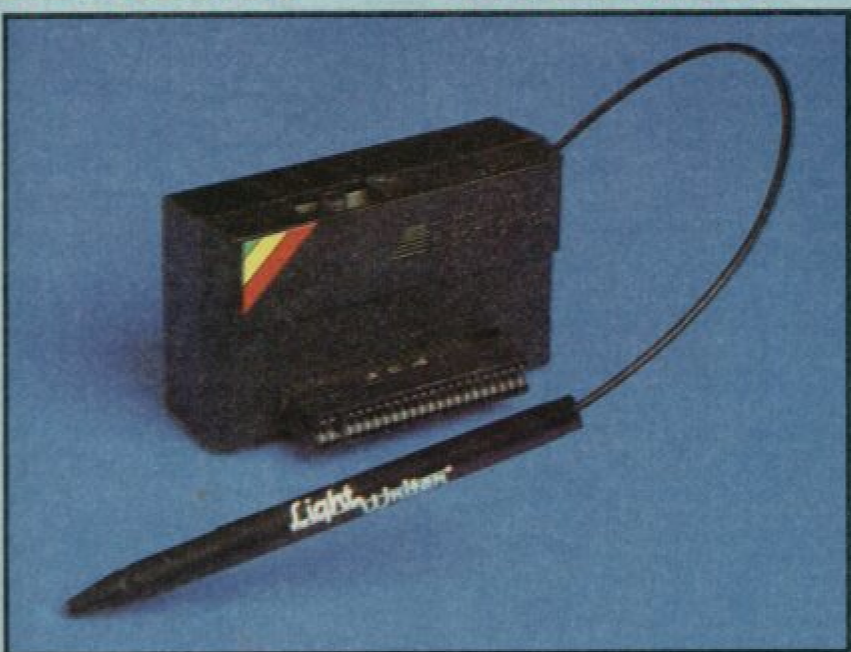
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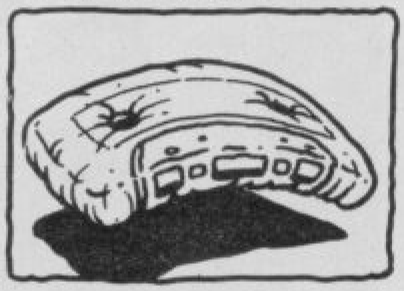
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HARDWARE

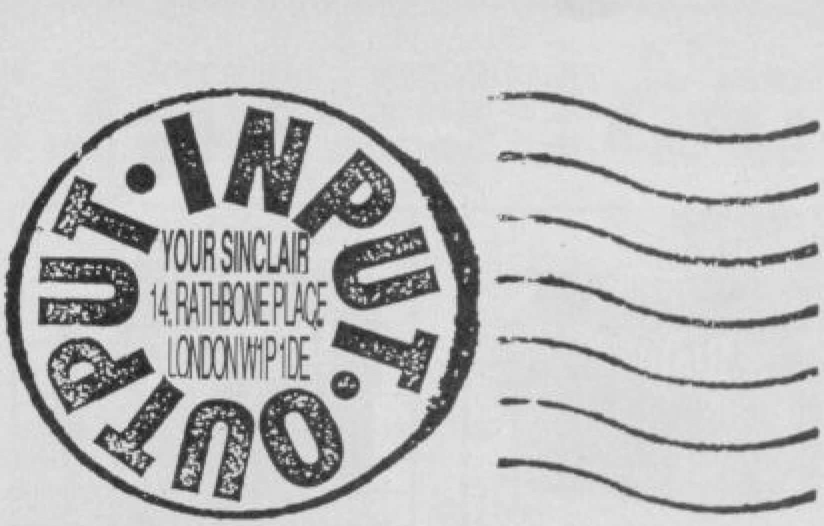


■ 128K Spectrum, includes double tape recorder, Multiface 128, Genie 128, SpecDrum, Timex 2040 printer, Quickshot joystick, joystick interface and £400 original software, for £200. Phone Bri, South Shields (091) 4542913.
■ Spectrum 48K, Timex printer, datacorder, joystick, Kempston interface, magazines, over 100 games including *Vindicator, Magnificent 7*, also 48K needing very minor repair, plus PSU (boxed) worth £800, asking £250. Phone (0462) 815836.
■ AMX Mouse for 48K Spectrum for sale. Or swop for Multiface. Telephone Nigel (0984) 3961 after 6pm.
■ Alphacom 32 Printer Plus, Word Processor/Database/Spreadsheet software and six rolls of paper £35 ono. Phone Colin on Woking (04862) 70025 evenings only.
■ Sega Master system, three games, good condition, £100 ono. Write to Kenneth Laing, West Gilston Mains, Farm Cottages, By Leven Fife, KY8 5PH.
■ Spectrum +2, only 14 months old, over 90 games including *Gunship, Artist II, Supreme Challenge, Virus* and one joystick, £100 ono. Phone Mark on (0222) 592829.
■ +2 for sale, with mono TV and over £500 worth of software, will sell for £200. Phone John after 5 pm on Wakefield 379432 or write to 16 Portobello Road, Sandal, Wakefield, WF2 7JJ.
■ One ZX Interface 2, was £19.95, sell for £8! Phone Duntochre, (37) 72936 or write to Neil White, 5F Cluny Avenue, Faifley, Clydebank, G81 5AF.
■ Spectrum +3 and Spectrum 128K with over £500 worth of software, plus joystick and tape recorder all worth over £900, sell for only £450 ono. Phone Chris on (0592) 772058. Any reasonable offer considered.
■ Spectrum 128K for sale, SpecDrum, Multiface 128K, Serial Printer RS232, Pro-Joystick, interface, £60. Computer mags, £450 of top software worth £804.80. Sell for £290. Phone David (01) 625 6839 after 4pm.
■ Spectrum +2 with over 100 games, three joysticks and a mouse, *Artist 2*, and lots of *YS* mags, etcetera worth over £450, will accept £200 ono. Tel. (0602) 295837.
■ Spectrum +3, Multiface, tape recorder, cassette leads, £400 tape software, over £100 worth of disks, five blank disks, Quickshot II Turbo joystick and adaptor, over 45 mags, all worth over £700, sell for only £300. Phone (0634) 686838.
■ 48K Spectrum, Saga 1 Emperor Keyboard, Ram Turbo joystick, Plus D, Tasman Printer, and Two-Face Interfaces, 740K 3.5" Disk Drive and 20 disks, lots of games, and utilities £280 the lot. Phone Rich on (0482) 863443.
■ Spectrum 128K to sell, includes RAM Turbo, interface, 200+ mags, joystick, and £750+ software, £225 will negotiate. Also Sega System on offer for £180 plus software. Phone David on (0704) 43504.
■ Spectrum +3, Quickshot Turbo joystick, Sony compatible tape recorder, 50 games, Kempston interface, five blank disks. Offers considered, (01) 828 4729. May swop for GB stamp collection.

SOFTWARE



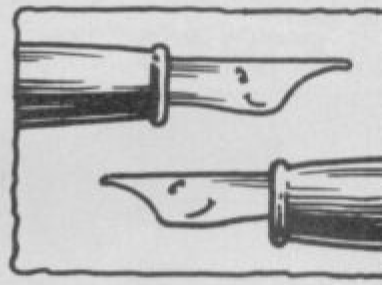
■ Will swop *Wizball, Thanatos, Screen Heroes*, and more for *Rastan, Rolling Thunder* and other games. Write to Steven Ulnacour, 44 Lake View, Edgeware, Middlesex, HA8 7RU. (All letters answered).
■ Wanted *White Lightning* by Oasis Software. Will swop *Art Master, Screen Designer, Level 5* and *Hi-Soft Assembler/Disassembler*. Also wanted *Tasword* for 48K Spectrum.
■ Hi gang! I will swop *Live Ammo* and *Enduro Racer* (Good condition originals) for *Elite* (Original 48K please). Phone (02806) 253 and ask for Henry after 5 pm. Not Tuesday or Friday, please.
■ *Darkside, Target Renegade* and hundreds of other games to swop. Just Send your list to Iain R. McGowan, 73 Cedar Avenue, Stirling, Scotland, FK8 2PJ.
■ I will swop my *Vindicator* for either *Road Blasters, Skate Crazy, Arkanoid*, or *Cybernoid*. Originals only! Write to D.G. Miles, 32 Taff Embankment, Grangetown, Cardiff, South Wales.
■ The ideal St. Georges day pressie – *Knockout!* An excellent boxing game with twelve different opponents, two player option, colourful graphics, speech, strategy, simulation. Only £2.00 to V. Vity, 2 Newlands Road, Morecambe, Lancashire LA4 5SQ.
■ I've got a Spectrum 128, a disciple with a 3.5" disk drive and lots of games to swop. Send your list for mine to Robert Onnerdal, Ortvagen 9, III, 61165 Nykoping, Sweden.
■ Do you want to swop all the latest software, you tough *YS* reader? Then write to Alexis Cambouropoulos, Aitolias, 27A Street, Agia Paraskevi, Athens, 15341 Greece.
■ Games to swop? Please send your list for mine. To swop Spectrum 48K progs, write to PO Box 17, Turnhout 2300, Belgium. Hope to hear from you soon!
■ Hi! Do you want to swop latest games? Write to Manoj Ranchordas, R. Sacadura Cabral, Ote 23, 1-A, S.J. Estoril, 2765, Portugal.
■ Personalised computer games. Ideal for birthdays, Christmas, St George's Day presents. Send sae to R.W. Forsdick, 1 Northolme Close, Grays, Essex, RM16 2NX for details.



Stuck for what to buy your granny for St George's day? Wanting a new pal to send a St George's day card to? Then check out this month's Input Output! (*What's this idiot jibbering on about! Ed*)

■ Do you want to swop recent games? Send your list for mine. I have 2,000 games to swop. Bart Schenk, DR-IR-Lelystraat 39, Ridderkirk, Holland.
■ Wanted, a 128K owner who wants to swop the latest stuff for this great computer. Send your list to Shlomi Natanel, Osishkin 36, Rishon Lezion, 75286 Israel.
■ I will swop *Where Time Stood Still, Daley Thompson's Olympic Challenge*, and *Football Manager II* for *Driller, Hotshot* and *1943*. Steven Cooper, 7 Kentmere Road, Berwick Hills, Middlesborough, Cleveland, TS3 7DH.
■ Want to swop the latest games including *ATF, Mickey Mouse, Buggy Boy, OutRun?* Reply guaranteed. Your list for mine. Ian Garner, 19 Rochester Grove, Hazel Grove, Stockport, SK7 4JD.
■ I have ten games to swop including *Fist II, Gauntlet, Paperboy* and *Scooby Doo!* Swop for recent games like *Target Renegade, Rastan, Cybernoid, Overlander*, etcetera. Write now, to Julian Dodds, 19 Shepperton Close, Great Billing, Northampton, NN3 5ES.
■ I will swop *F-15 Strike Eagle, Paperboy, Gold Collection II*, for *Ikari Warriors, Bubble Bobble* and *Arkanoid II*. Write to Lindsay Potie, 63 Northcote Road, London, Walthamstow, E17 7DT.
■ Lots of new programs to swop, including *Game Over II, Mad Mix, Buitre-Soccer (Who he? – Ed)*. Send your list for mine. Reply guaranteed! Juan Abrev, Jaime Cibils St 2790 ap 1, Montevideo, R.O. Del Uraguay.
■ I will swop *OutRun, Driller, Red October* for *Headcoach, Bobsleigh*, and *Mindfighter*. Other titles to swop. Write to Richard Doran, 6N Fleming Road, Seafar, Cumberland, Glasgow, G67 1LQ.
■ Computer games for sale, including *Skate Crazy, Alien Syndrome, Samurai Warrior, Olympic Challenger, Streetfighter*, and *Gutz*. Contact Simon Harris, Fern Villa, Recreation Road, Stalham, Norwich, Norfolk, NR12 9BH. Send sae.
■ New and old software to swop for the Spectrum 48/128K. Reply guaranteed. Please write to Rob Van Hoften, Root Haan Straat 3, 5915 Vn Venlo, Netherlands.
■ Games to swop? *GAC, Nigel Mansell, Lord Of The Rings*, and more. Any offers? Write to Chris O'Toole, 25 Hatwood Street, Shelton, Stoke On Trent, Staffs, ST4 2RB.
■ Romantic Robot *Life Guard* tape and instructions, unused, compatible with Multiface 1 and 128, £5. Phone Hertford 552357 evenings.

PEN PALS



■ Anybody from Tain (Ross and Cromarty) (*What about Portland Bill and Dogger – Ed*) Please get in touch with me. If you're aged between 12 and 15. I'll let you know what it's all about later! Michael Bates, Polla, Portskerra, Melvich By Thurso, Caithness, KW14 7YL.
■ Wanted, pen pals from anywhere of any sex, to swop games for Speccy or ST. I have over 400 games or more. All letters answered. Send your list for mine to Danny Pedrera Quintana, Av/Fernandez Ladreda 9, p-5, 4-C Cadiz, Spain.
■ I'm looking for pen pals from anywhere abroad (especially Germany, America, and Japan). I am 22, male and a Speccy +2 owner. Please write to Mark Murray, 213 Headland Court, Aberdeen, Scotland, AB1 7HL.
■ Would you like pen friends? Send only 50p for a list of 20+ suitable penfriends. Include your age, interests and gender. Write to Penfriends, 8 Mayfield Close, Old Harlow, Essex, CM17 0LH.
■ I'm looking for a good looking blonde girl aged between 12-14. I like pop music and Kylie Minogue. I am 12 years old. All letters answered. Photo if possible. Darren Tuohy, 46 Sunridge Close, Newport Pagnell, Bucks, MK16 0LT.
■ YO! A 14 year old hunk of funk could do with a female pen pal. (Don't have to have a Speccy, but it would be better!) Phone Bronn on (0977) 661587 after 5 o'clock.
■ Nineteen year old Spectrum owner would like pen pals to swop games with. Write to Matthew Macariou, 4 Winster Grove, Fairfield, Buxton, Derbyshire, SK17 7RP.
■ Penpal wanted by 19 year old boy. I would like to hear from people in Africa, USA, or anywhere else in the world. Write to Ricardo Magachaes, R. Carvallho Aravjo 31R/e Do, 1900 Lisboa.
■ Sixteen year old male, wants male/female to swop games, tips, and ideas. Send your list for mine. Write to Maurilio Caires, Sitio Do Livramento, 9125 Canico, Madeira, Portugal.
■ Constantly looking for a fast profit? Like to duck and dive? Love to make money? We should become business contacts! 14+ near Merseyside. Write to Dave, 12 Delves Avenue, Spital, L63 9YG.
■ Do you like any of the following?... Metallica, Anthrax, Bon Jovi, Helloween, Ratt, AC/DC, Megadeth, and/or own a Spec? If so send lists to Graham Finney, 14 Greenhill Road, Bilinge, Nr. Wigan, Lancashire, WN5 7LG.

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If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

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Sorry, but *YS* can accept no responsibility for the ads placed in Input/Output.

WANTED



■ Would anyone from anywhere like to swop Speccy games, tips, ideas etcetera? Also need 'Games', 'Ace', or 'Dual' port interface. Scribble to Mike, 5 Woodlawn Grove, Ballylough, Castle Troy, Co. Limerick, Ireland.

■ Please, please, please, I would like a copy of *The Empire Strikes Back* and *The Vindicator* on tape for 128K. Write to Sani Huttunen, Skogslundsg 63, 73152 Koping, Sweden.

■ Wanted: any cheap, working, modem for 48K Spectrum. If you have one, phone (0256) 21301 and ask for Nigel.

■ Wanted: *Artist II* or *Advanced Art Studio*, will swop for any three of the following — *Dan Dare, Ghostbusters, Brain Ache, Finders Keepers, Universal Hero* or *Masters Of The Universe, TT Racer*. Phone (0709) 880778.

■ Desperately wanted — anyone (over 16) to help me get new games (*I got my last in '86 — Dan Dare*). If you'd like to help me, write to A. Van Der Linden, 78 Boerhaavelaan, 7002 HZ, Doetinchem, Holland. All letters will be answered.

■ Bet you haven't got a POKE for *JSW II, OutRun, Slap Fight, Dan Dare,* or *Dizzy!* I will pay 10p for a map, 15p for a POKE, or 5p for a cheat mode. Paul McMillan, 6 Claverhambury Galley Hill, Waltham Abbey, Essex, EN9 2BL.

■ Wanted, Multiface 128 with instructions. Swop for any four of these — *Road Blasters, Fist +, Impossaball, Lightforce, Road Runner* or *Paperboy*. Also swop *Sherlock* and *Hampstead* for *OutRun*. Phone Robert on (01) 462 3505 after 6pm.

■ Wanted, Multiface 128. Will swop for loads of games, including *Bubble Bobble*, and *Deflector* as well as 35 other games. Phone (0334) 74593 and ask for Eddie

■ Wanted, *Silicon Dreams, Mindfighter, The Double, Bionic Commandos* for *Nigel Mansell's Grand Prix, Tracksuit Manager, Skate Crazy, Dark Side, Match Day II, Action Force II*. All originals. Write for details to Matthew Ridley, 144 Delemare Drive, Macclesfield, Cheshire, SK10 2PU.

■ Desperately wanted, Snapshot II. Will pay £10 if in okay condition. Write to Stuart Dees, 23 Mount Pleasant Close, Lightwater, Surrey or phone Bagshot (0276) 740111 and ask for Stuart.

■ Help! Has anyone got *Genie* 128? Swop recent game — *Target Renegade*. Also SpecDrum for sale. Will swop SpecDrum and games for 8056 or HR5 printer. Offers to Danny on (0902) 608644.

■ Wanted, Nintendo Entertainment System, with or without gun. Must work and be in good condition. Will pay up to £55 or more. Joystick pads must be included. Write to Binh Tran, 3 Queen's Drive, Abbots Langley, Watford, Herts, WD5 0NQ.

■ User's manual of Hi-Soft Devpac 3.0 and a compiler for the 48K. Write with an sae to Dupuis Michel, 45a Rue De Nechin, 7720 Templeuve, Belgium.

■ Wanted, 128K Spectrum. I'll give about 300-500 new games, such as *19, Road Blasters, Robocop, Typhoon, Birdsley, Hotshot, Vindicator* and more!!!! Avi-Gadesh, 8 Hyarden Street, Ramat - Gan, 52333 Israel.

■ Wanted Multiface 128, in exchange for *Chart Busters, Overlander, Rygar, Deflector* and *Roadwars*. Write to John Haining, Arran View, Somerville Street, Catrine, Ayrshire, Scotland, KA5 6RF.

■ Please, wanted desperately for St Georges Day, Sega Games Machine, will pay £40 for this and three or more good arcade cartridges. Chris Burn, Rose Cottage, Portington, Lamerton, Devon, PL19 8RZ.

■ Wanted, educational software for Spectrum 48K. Send list to 53 Kyle Crescent, Whitchurch, Cardiff, CF4 1ST, or phone (0222) 651598.

■ Wanted, Multiface I and instructions. Will swop for *Superman, A View To A Kill, Rupert, Fantasia Diamond, International Karate, Menace,* and *Star Searcher*. All in original cases and all for 48K. Contact Matty, 32 Swafield Rise, North Walsham, Norfolk, NR28 0DG. Write soon, bye!

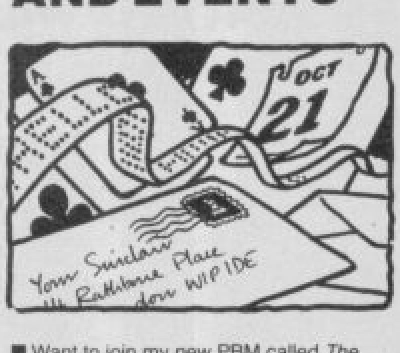
■ Wanted, *Football Director II* or *Gary Lineker's Football*. Two of mine for one of yours. Write to 257 Ash Field Road, Deeplish, Rochdale, Lancs, OL11 1QW.

■ Wanted, *Colossus Bridge* with manual. Will give *Intensity* and *Earthlight*. Also want *Yes, Prime Minister* for *Intensity*. A Frederiksen, Kildeager 47, 2. TV. 2700, Brønshøy, Denmark.

■ Wanted, *Gnome Ranger* and *Dr Jekyll And Mr Hyde*. Swop for *Basket Master* and *Tracksuit Manager*. One for one. Or *Saboteur, Saboteur 2, Paperboy, Thanatos*. Two of mine for one of yours. Write to Lawrie Ryan, 28 Glendessary Street, Caol, Fort William, Scotland, PH33 7AY.

■ Wanted, Spectrum printer and interface needed. Buy or swop software. Write to Chris Mackrill (*Hmm, that sounds a bit fishy. Ed*) 21 Jubilee Street North, Ovenden, Halifax, HX3 6QY.

MESSAGES AND EVENTS



■ Want to join my new PBM called *The Derby Run*? If so write to Andrew Farmer, 72 Plumber Street, Burnley, Lancs, BB11. Big earnings on small amounts could be yours!

■ Over 150 multiface POKES for £1! Amazing value! A free budget game with first five orders too! Send sae and dosh to Multihack, 35 Wantage Road, Irchester, Northants NN9 7HE.

■ Thanks to all those of you who've bought *KO*. For those who are missing out, you can order by simply sending a £2 cheque/PO to V Vity, 2 Newlands Road, Morecombe, Lancs, LA4 5SQ.

■ SSSC— Big enough to cope, small enough to care. Exchange unwanted originals from as little as 60p. Send sae for free membership to SSSC, 178 Forest Road, Kingswood, Bristol, BS15 2EN.

■ Try new *PBM Hockey*. Only 50p plus p&p per turn. Are you interested? Send 50p for first turn and an sae to David Rose, 38 Hotham Road North, Hull, HU5 4NL.

■ Free details of Software Services are available. Software Service find the game you want for the cheapest price in the country! Send for details to K. Swonnell, 24 Borstal Street, Rochester, Kent.

■ *Mule Manager*! Hilarious Football Manager spoof. Can you take your horse to the top? Only £2.50. Send an sae to Nathan, 77 Cherry Tree Avenue, Cowplain, Hants, PO8 8AT. Free Sticker!

■ I will swop *Target Renegade, Platoon, Predator, Super Hang On, Super Sprint,* for *Zynaps, Bionic Commando, Venom Strikes Back, Mask II, Karnov*. Phone Marvin on (021) 707 1740.

FANZINES



■ *Adventure Probe!* The only monthly fanzine for adventures. Mike Gerrard is good but this is better! *(Shurely shome mishtake! Ed)* Send £1.25 for sample issue to Adventure Probe, 24 Y Cym, Llandudno, Gwynedd, LL30 1JE.

■ PBM *The Race*. The most hilarious experience ever! Featuring infinite options, huge gameplay and character self-construction. Send sae to Kremmoid Games, 2 Old Blundells, Tiverton, Devon, EX16 4LD.

■ New magazine for adventurers and writers alike, called *The Forge*. For more details, write to Shaun Allaton, 61 Goldcrest Road, Ipswich, IP2 0SE.

■ Yeah! *The Warrior* fantasy magazine out now! Only 50p. Fantasy PBM also available. Send 10p for info. Woooooow! Eoooooe! Vrooooom! Yeeeeeow! Yeeeeeee! We are the champions! George Kociatkiewicz, W Krolowej, Marysienki 26C, Warsaw 02-954, Poland.

■ *The Vulcan Venure* fax pak for arcade lovers, including all music, hints, tips, do's and don'ts, screen shots and complete solutions. Only £1.00. If interested, telephone (0656) 63223 and ask for Chris.

■ *Micro Mag* is the best tape fanzine. Send £1 to A Everingham, *Micro Mag*, The Bungalow, Keycol Hill, Newington, Kent, ME9 8NA.

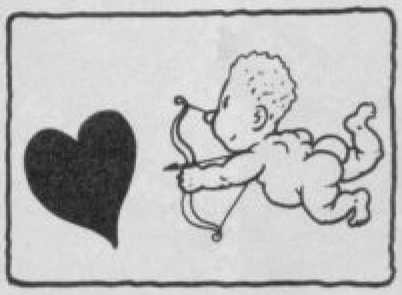
■ Free first issue *Spectrum Games Player*, St Georges Day Special. Twenty-plus pages, reviews, previews, tips, chat, news and special features. Send sae to CA Burker, 26 Carr Manor Place, Leeds, West Yorkshire, LS17 5DL.

■ *T.A.G.* — The all new, never before seen fanzine is here packed with reviews, help, competitions & lots more. For Spectrum, C64, Amstrad. Send 50p and stamp to Stemmy, 44 Thornton Road, Morecambe, Lancs.

■ *ECU*, forget the rest... get the best!! Hundreds of pages!! Issue 1 has 300!! Issue 2 with free game!! Ian Warren, 54 Clough End Road, Hattersley, Hyde, Cheshire SK14 3PX.

■ New fanzine called *S.M.* available from J. Shute, 60 Laurel Close, North Warnborough, Odiham, Hants. Reviews new and old, games and wants, POKEs and tips to print. 65p Cheque/PO.

LONELY HEARTS



■ Young 22 year old upwardly mobile kipper tie wearer seeks correspondence with females of similar age. Likes skateboarding, Speccies, and getting ratted with the lads from work. Contact Steve Bloy (Pronounced 'bloia'), 14 Rathbone Place, London W1P 1DE.

■ Lonely 15 year old boy after an attractive fun loving girl of same age(ish) to be chums forever 'n' ever. Loves music, talking and having a good larf. Send a photo to Paul at 5, Terra Cotta Place, Upper Street, Stanstead, Sudbury, Suffolk, CO10 9AT.

■ Hi! I am a 16 year old female seeking a 16-20 year old male. I love chart music and computers and hope you are from a foreign country. Please write to Sabinar Sanghar, 914b London Road, Thornton Heath, Surrey, London, England, CR4 7PE.

■ Eleven year old male seeks a good looking female, aged 10-12. Please send a photo (if possible) to Mark Johnson, 20 Winchelsea Road, Tottenham, London, N17 6XH.

■ Fourteen year old male looking for attractive female of same age and in area of Newcastle Upon Tyne. Send a piccy to Tim Cottage, 41 Tintagel Close, Parkside, Grange, Cramlington, NE23 9NZ.

■ Lonely 19 year old seeks female of same age. Likes computers (Speccys) quiet nights in. Looks non essential. Photo if possible. Darren Hutchinson, 96 Underwood Road, Hattesley, Hyde, Cheshire, SK14 3DH.

■ Twelve year old boy seeks sexy female, preferably in area. Send photo with reply. Write to Andrew, 6 Rose Avenue, Elgin, Scotland, IV30 1NX. Contact soon please, I'm waiting.

■ Seventeen year old guy seeks correspondence with good looking girl about same age, photos helpful. Write to Richard Doran, 6 Fleming Road, Seafar, Cumberland, Glasgow, G67 1LQ.

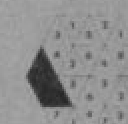
■ Male of 14 (nearly) seeks female 13-15 good looking. I'm into planes and airlines, own a Speccy +2. Please send a photo. All letters answered. Don't have to like planes. Declan '747' McMonagle, 9 Castlewood Avenue, Rathmines, Dublin 6, Ireland.

■ Hi! I'm a 13 year-old male looking for a 12-13 year-old female. I like 5 star and Michael Jackson. Write soon and send photo to Jose Fernandez, 107 Wimbledon Park Road, London SN18W18.

■ 11 year-old girl seeks trendy middle-aged male, 11-15, interested in having fun with a trendy gal. Please enclose photo. All letters answered. Why don't you write and try your luck! Danielle Barton, 62 Highfield Road, Ripon, North Yorkshire.

Puzzle Pages: Answers

MIND JOGGING



Goldfish!

180!
You only need one dart, just keep throwing it and retrieving it — nobody said how many throws you need!

COMMON GROUND
They both share the same middle name!

WHICH WAY, JOSE?
For each of the windows to face South the house must be right atop of the North Pole, so the bear must be a Polar Bear, so the colour of it must be white. Innit simple?

WEIGHTY PROBLEM
Holes!

TIME FOR MIME
The blind man didn't do any mime, he just asked for it.

Editor Teresa 'You're Fired' Maughan; **Art Editor** Catherine 'Head In Bucket' Higgs; **Deputy Editor** Matt 'Hi It's Mattie' Bielby; **Production Editor** Jackie 'I Want It Yesterday' Ryan; **Staff Writer** Duncan 'What Time Do You Call This' MacDonald; **Designer** Thor 'No Worries' Goodall; **Editorial Assistant** David 'Yo' Wilson; **Technical Consultant** David McCandless **Contributors** Marcus Berkmann, Richard Blaine, Ciarán Brennan, Jonathan Davies, Mike Gerrard, Sean Kelly, Catherine 'Nosebag' Peters, Peter Shaw, Rachael J. Smith, Phil South, Ben Stone; **Advertisement Manager** Alison Morton; **Advertisement Executive** Stephen Bloy; **Advertisement Director** Alistair Ramsay; **Production Manager** Judith Middleton; **Advertisement Production** Katherine Balchin; **Marketing Manager** Bryan Denyer; **Publisher** Terry Grimwood; **Finance Director** Colin Crawford; **Managing Director** Stephen England; **Chairman** Felix Dennis; **Published by** Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE; **Telephone** (all departments) 01-631 1433; **Telex** 8954139 DennisG; **Fax** 01-636 5668. Company registered in England; **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web, Plymouth, Devon; **Distribution** Seymour Press, 334 Brixton Road, London SW9 (telephone 01-733 4444).

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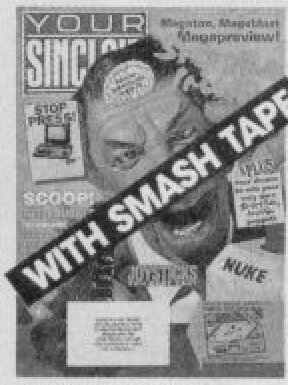
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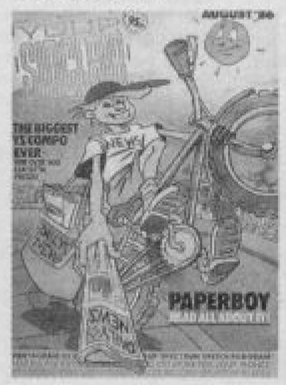
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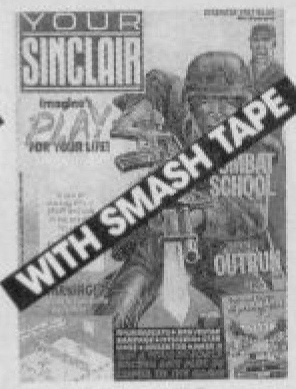
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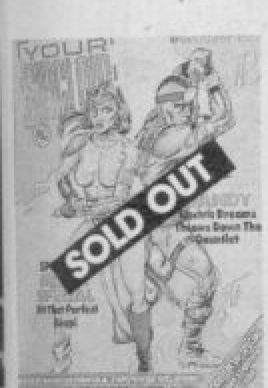
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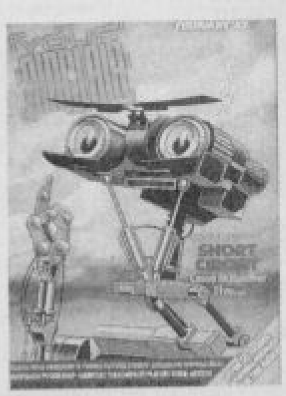
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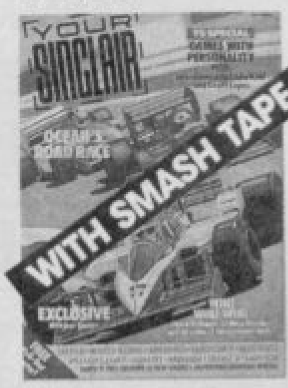
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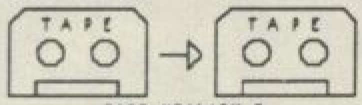
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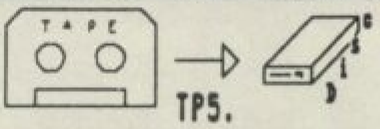
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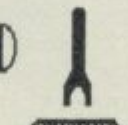


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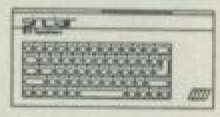
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FUTURE SHOCKS

Greetings Spec-pals, cross our sweaty palms with silver, cheques, postal orders, and used fivers and we will unveil for you Speccy games from the future! Oh! Alright then stingebags, we'll tell you anyway!

GILBERT THE ALIEN



Again Again

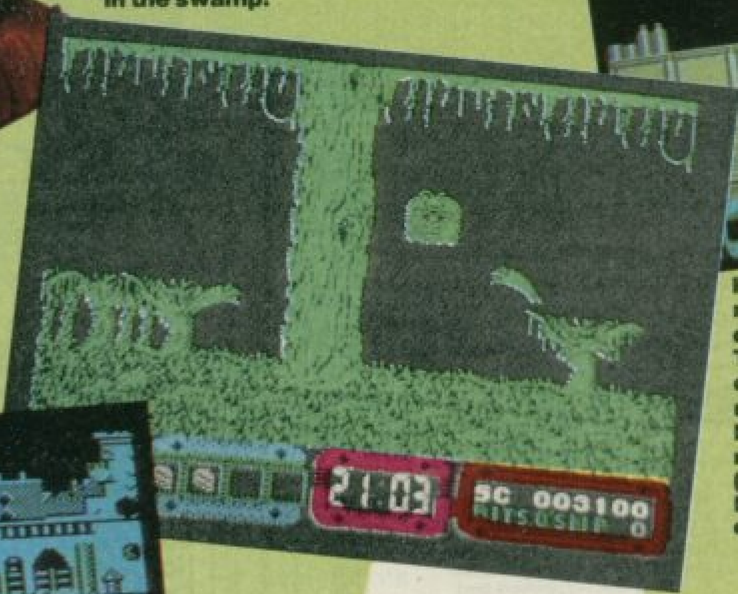
"Flobba lobba lobb, Aw-white my son!" Yes, it's everyone's favourite snotty green alien, Gilbert! Everyone who's anyone knows who Gilbert is don't they? And here he is, in his very own computer game!

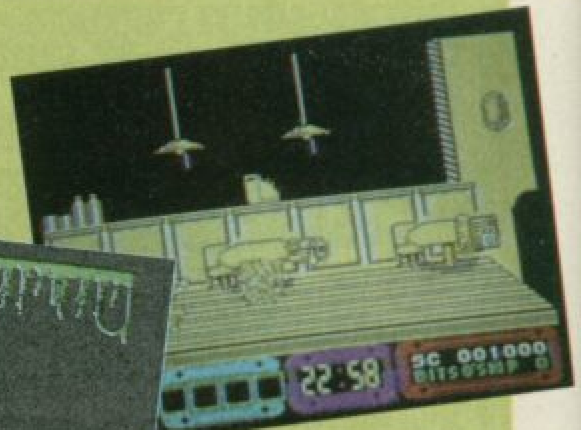
After filming *Get Fresh* in the Tyne Tees studios, Gilbert has hopped into the Millenium Dustbin and flown back to Drill, his home planet. The game starts with Gillie on Drill having heard the news that he has been offered a new contract!! Gilbert's rabbiting on and on about it and really winding up his fellow Drilleans, so, in order to stop him from having more TV exposure to brag about, they've gorn and half inched various vital components from his space ship. Yikes! And it's your task as Gilbert, to collect all these pieces, reassemble your craft, and get to the studios within 24 hours!

Snot that easy though, 'cos being sporting fellows, the Drilleans challenge Gillie to play some video games — if he can win, then he will get a clue to the components whereabouts. If he loses he gets a time penalty! Gilbert must then dash about the planet looking for the video game machines inside the Milk Bars and Snot Burger Restaurants! You must also play the games themselves. So arm up for Snotfight At The OK Corral, Sprout Wars and Brain Drain.

After you've played these sub-games and sussed the clues, you will have to move Gillie across the planet to retrieve the bits! Sounds well intriguing! Check it out, it's available 'soon!'

. No, not that! Gillie starts floating! This is very useful for escaping from parts of the sewer system and also, as in this piccie, for flying over very big trees in the swamp!





Here's Gillie in one of the many bars and cafes in downtown Drill. This is usually the place to discover the video game machines. Popping into a Milk Bar can replenish your snot level! (I'm sure the Milk Marketing Board would take umbridge over this!)



Here is Gillie walking about a bit, on a Drillean street. But, Oh-Oh! Look out for those beasties! If you kill them all (by 'Snotting' on them!) then a huge floating jelly appears! (Just like Gillie, this game is completely mad!) Snot on the jelly, and either a piece of cake or a can of beans appears. Pick up and use the beans and guess what happens!?...



FUTURE SHOCKS

BOMBER

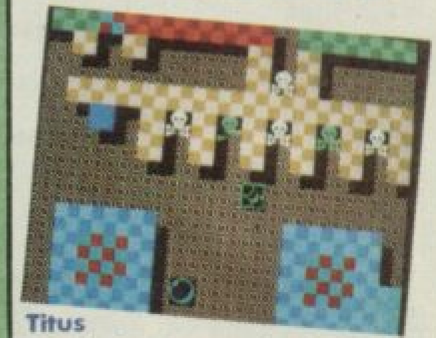
Activision
Taking off from the Activision airstrip, in the not too distant future, is a fabby new flight sim, called *Bomber*. Programmed by Vektor Graphics, the people responsible for bringing you *Star Wars* and *Empire Strikes Back*, it features solid 3-D graphics which accurately represent six different planes ranging from the F-15 Eagle to the delta winged Saab Viggen, and, the Russian Mig 27 'Flogger'!

Each plane, we are told will have radically different characteristics including handling! You'll also get a choice of one of 14 adversaries for a head to head confrontation.

One of the main parts of the game will be air-to-ground action, inspired by an international bombing competition hosted annually by the US Air Force. Vektor tell us that you will be able to go in armed to the teeth and blast away at everything that moves! It looks like *Bomber* could do for Speccy flight simulators in 1989, what *Fighter Pilot* did in 1984!



TITAN



Titus
Raraarrgh! is the sort of reaction that is caused by playing *Titan*, the new one from Titus. Already kicking about on the 16-bit formats, this game has been raved about left, right and centre! It's supposed to be very fast and very addictive.

There will be 80 (Count 'em — 80!) levels, each one an immense and synthetic world, over which you must guide a powerball using your magical, magnetic racket! But watch out, there are loads of death icons to be avoided! With wildly coloured graphics and speedy scrolling this is the sort of tricky game that would drive you bonkers!

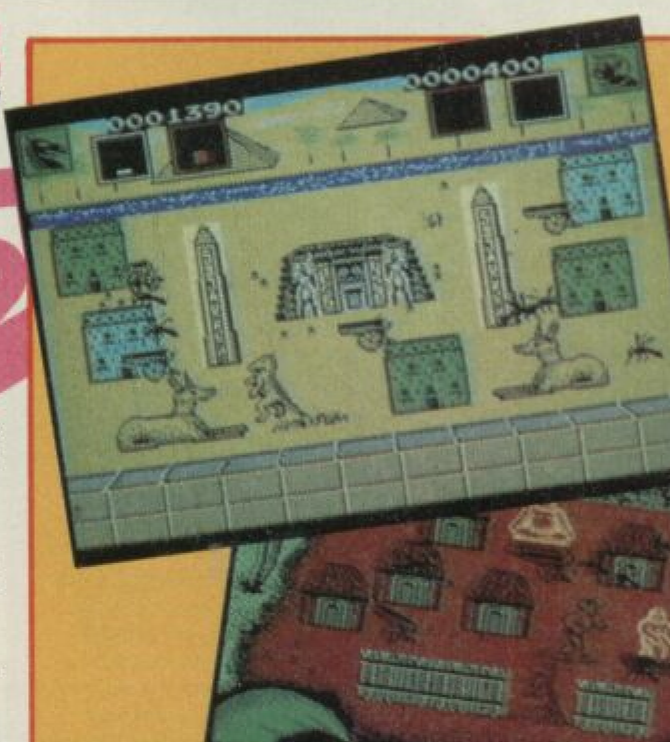
PURPLE SATURNDAY

Infogrames
Saturn, it's a funny old planet. Once a year, all the sky goes purple and the inhabitants of the neighbouring planets usually get together and have a good time at their annual Galactic Olympiad!

You, I'm afraid, are the human representing your species in this Olympiad, and must compete in four main events ranging from Ring-Pursuit — where you race around Saturn's rings, — to Brain Bowler where you have to employ your own noodle to puzzle out how to reconnect a broken brain! You also have the option of indulging in a bit of pre-Olympiad training against a robotic adversary and checking out the form of the other alien competitors via on-screen information sheets and sporting records. And what prize is bestowed upon the winner of these events, who gallantly defeats all the other species in the cosmiverse? Only a snog 'and maybe more' (it sez here!) from the planet's beautiful female represenatative that's what! Steamy!!

This is more sexy zany French stuff from those wacky chaps at Exxos, who brought you *Captain Blood* which is reviewed in this issue. *Purple Saturn Day* is due out in April!





AAARGH!

Melbourne House
This little number from Melbourne House is due for release in early May. It's supposed to be very therapeutic for all those people who get very tense and frustrated. In fact it's supposed to be brilliant for people who want to scream 'AAARGH!' at the top of their voices so what's it all about?

Aargh! has as it's hero a prehistoric caveman. There's also a monster called Roc, who's only gorn and lost his eggs and guess who's got to try and retrieve them? You, of course. Losing one egg is quite an oeuf, but not for our hero Roc! He's gone and lost a dozen! You'd think he'd be better off forgetting all about them in the light of the present salmonella scare, but it would appear that no one in this game gives a jot about Edwina Currie's advice, 'cos other monsters are after the eggs too! These have to be fought and all the eggs collected from several different city locations. Melbourne House promises us there will be lots of buildings to be demolished en route too! And wallet damage?
Probably around £9.99.

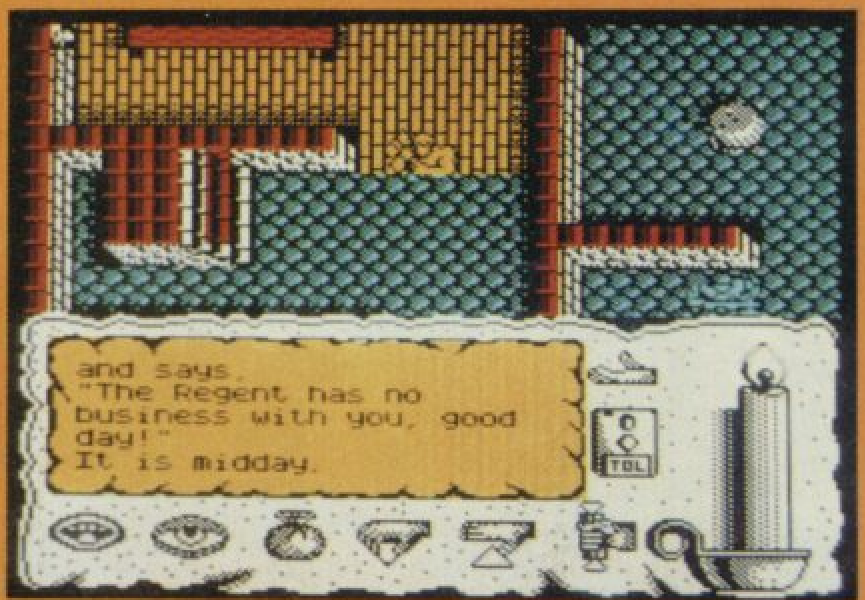
FUTURE SHOCKS

TIMES OF LORE

Microprose

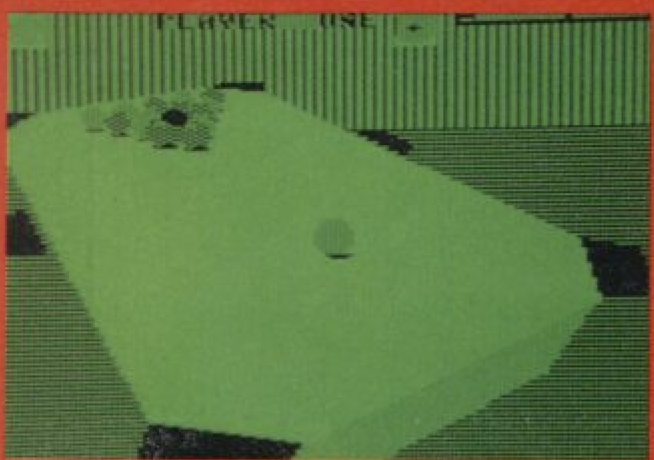
Yo, our brothers. We have come from the distant kingdom of Alboreth to impart tidings of Microprose's *Times Of Lore*! And verily, we say unto you, it is a bit of a corker that will appeal in large quantities to those who like swords and sorcery on their Speccys.

Out soon from Microprose and programmed by Origins Systems, *Times Of Lore* appears to be in the *Gauntlet* mould but with several differences. There is much more adventure type input with you talking with other characters and going on quests. And there's a huge game map too with castles, sea, forest and all that gear. You will be able to choose one of three heroes and heroines as your character and, it'll be up to you to find out what it's all about by walking about a bit and conversing with the natives. *Times Of Lore* will be out sometime soon.



TIMES OF LORE

3 D POOL



Firebird

Fancy yerself as a bit of a hustler? (Oo-er!) No, no, not a lady of easy virtue, we mean a pool hustler like Tom Cruise in *The Colour Of Money*! Well, now's your chance! Endorsed by the current UK and European Pool Champion, 'Maltese' Joe Barbara, *3-D Pool* is to be the new sports simulation from Firebird! You have to defeat all manner of adversaries such as Flash Harry and the Catford Kid, before you get to have a crack at 'Maltese' himself! There will be a tournament or a practice option, and you can even sit back and study your opponents 'form' as they have a practice knockabout!

There will be a unique 'move around the table' feature and you will be able to put spin on the cue ball just like in the real thing! Sounds good eh? These games, due to the nature of the original, are basically very simple but Firebird has endeavoured to make *3-D Pool* the state of the art in this field! It looks like it's gonna be a corker, so chalk up those cues in readiness!



MICROPROSE soccer









Microprose

Saint: Och, and what have we here then, Jim?

Greavsie: Well, it looks very much like Microprose's first sports simulation, *Championship Curling* to me Saint.

Saint: Ho, ho, ho! You slay me Greavsie! With that world reknowned razor sharp wit of yours!

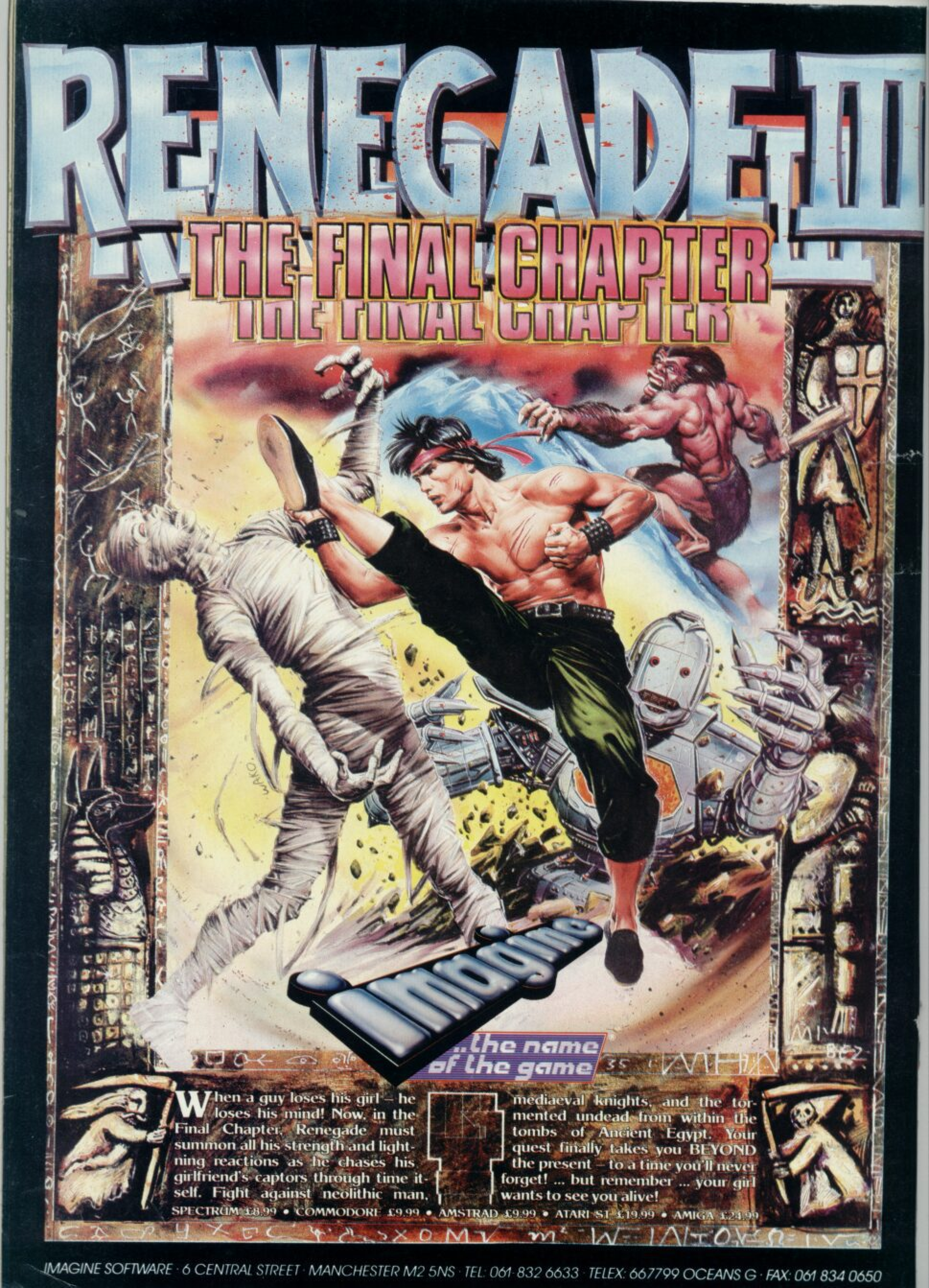
Greavsie: Well, actually Saint it's called *Microprose Soccer* so it's obviously time to kick an inflated pig's bladder about with various international squads.

The game's an overhead boot-about where you can take on a chum or the computer for some dazzling footwork. You can choose from 29 teams with variable attributes. There are banana kicks, three way throw ins and even adverse weather conditions for you to cope with! And if you fancy yerself as a bit of a Jimmy Hill, then simply strap on that huge false chin and switch to the unique action replay facility! It's all here in Microprose Soccer due out probably as you read this!

Saint: Och, ha, ha, ha, ha, ha, you slay me Jim, you slay me!



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